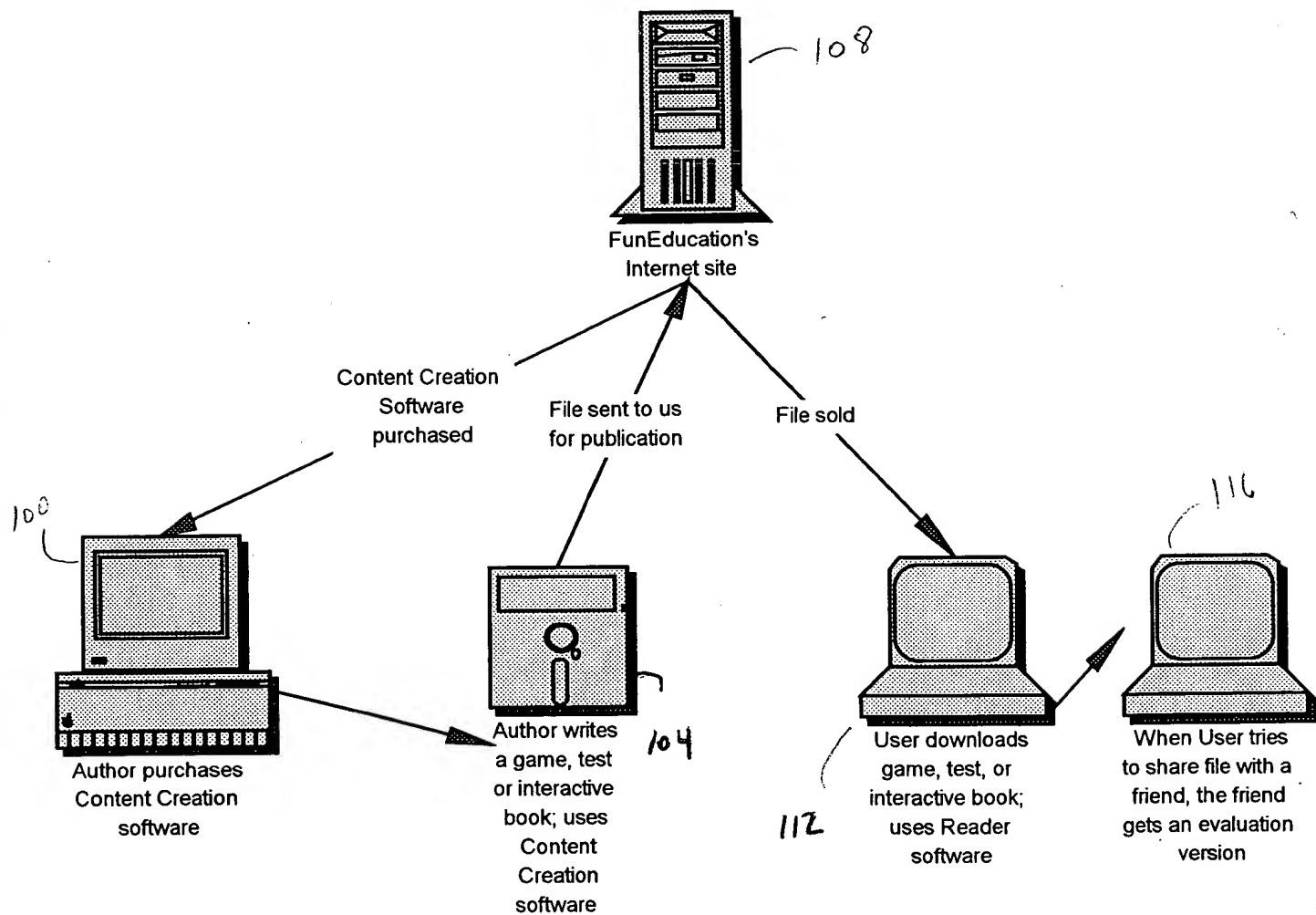


Business Model

Figure 1



Example of some relationships between some of the databases

Figure 2

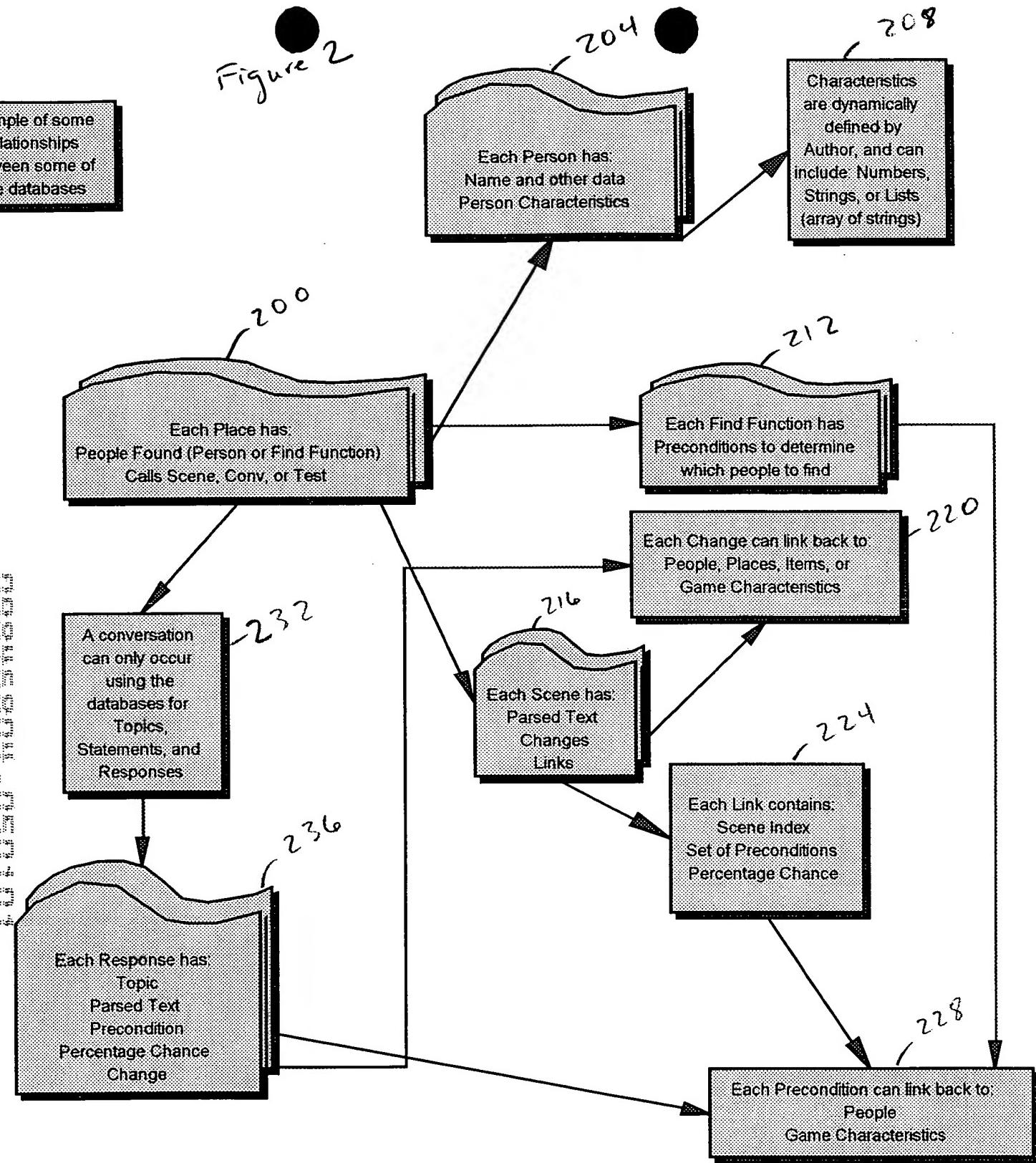
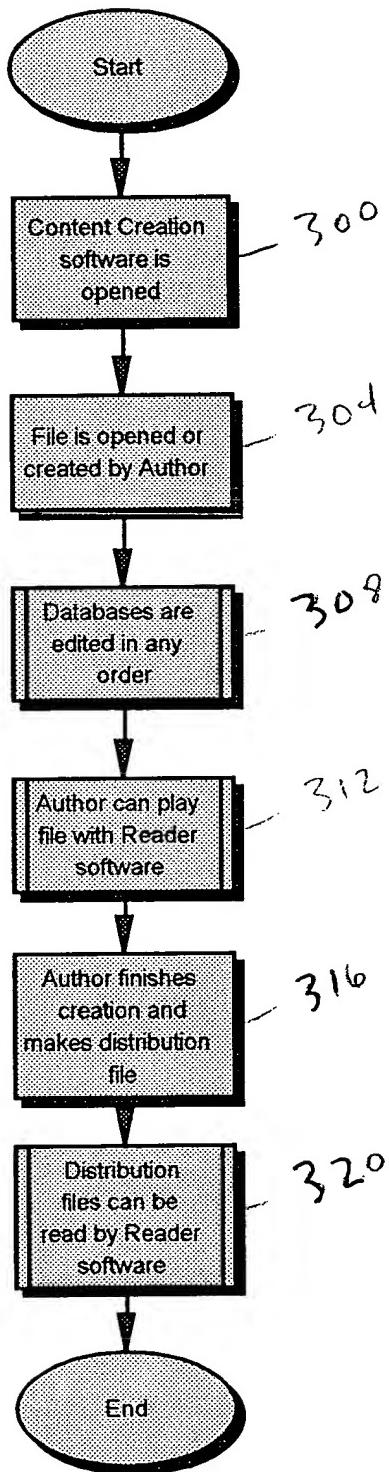


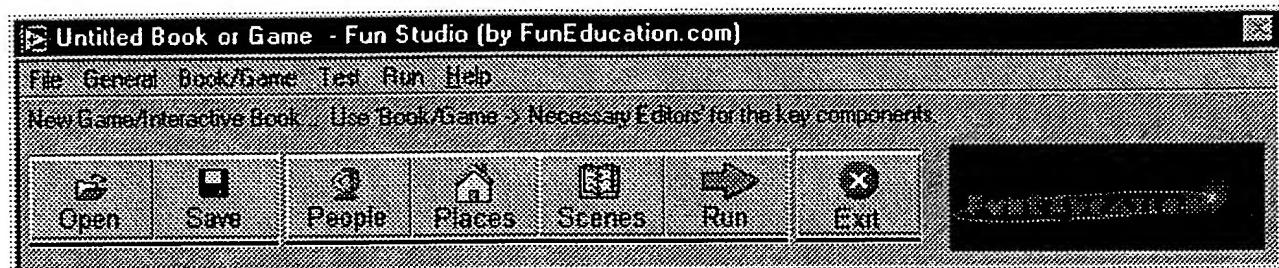
Figure 3



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.

Figure 4



The bottom view is for making a simple test. The toolbar changes for a test view.

Figure 5

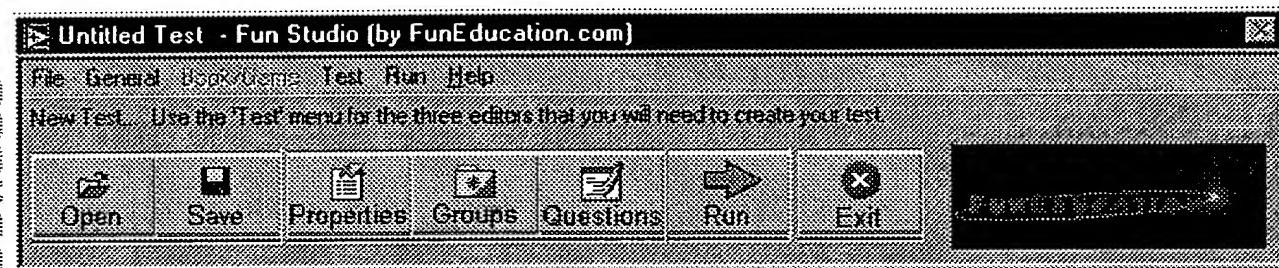
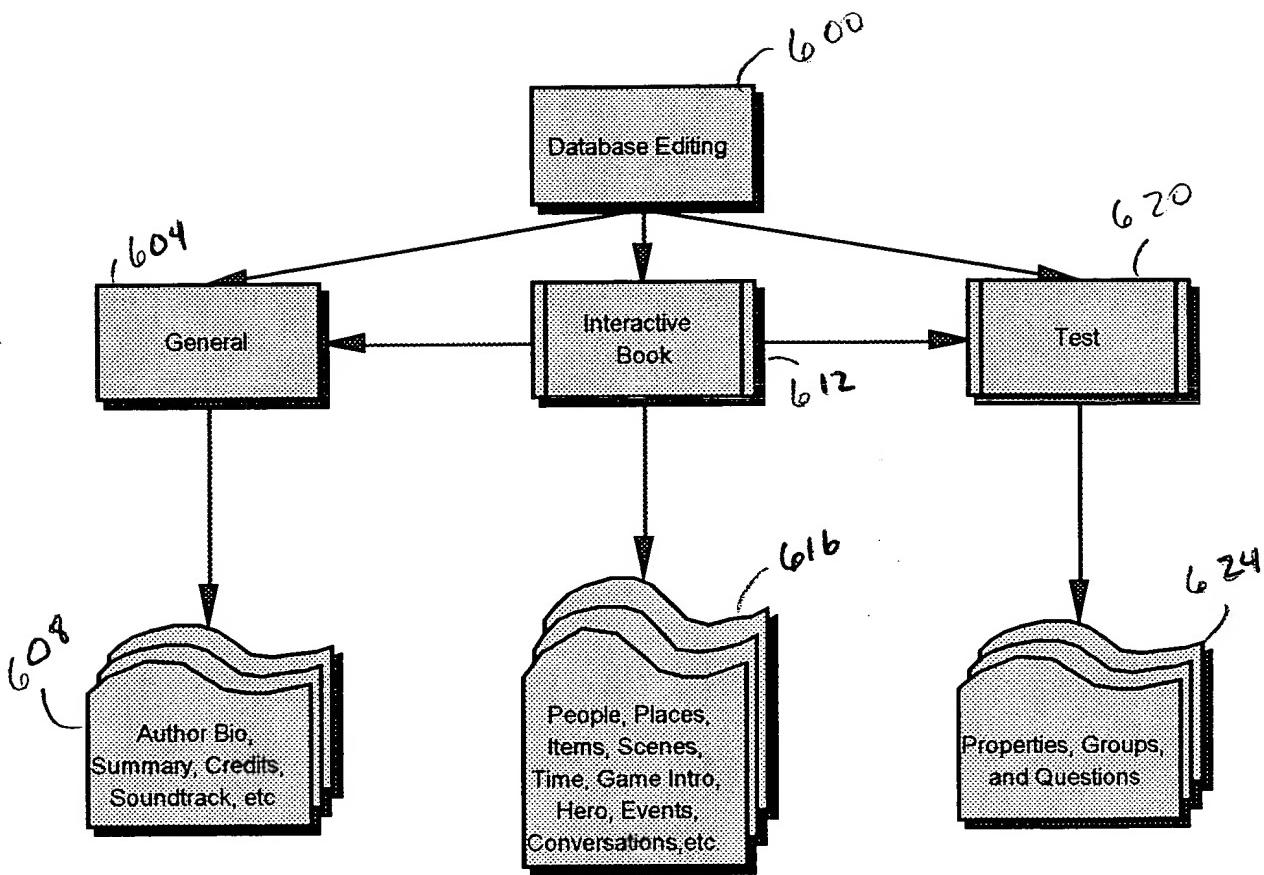
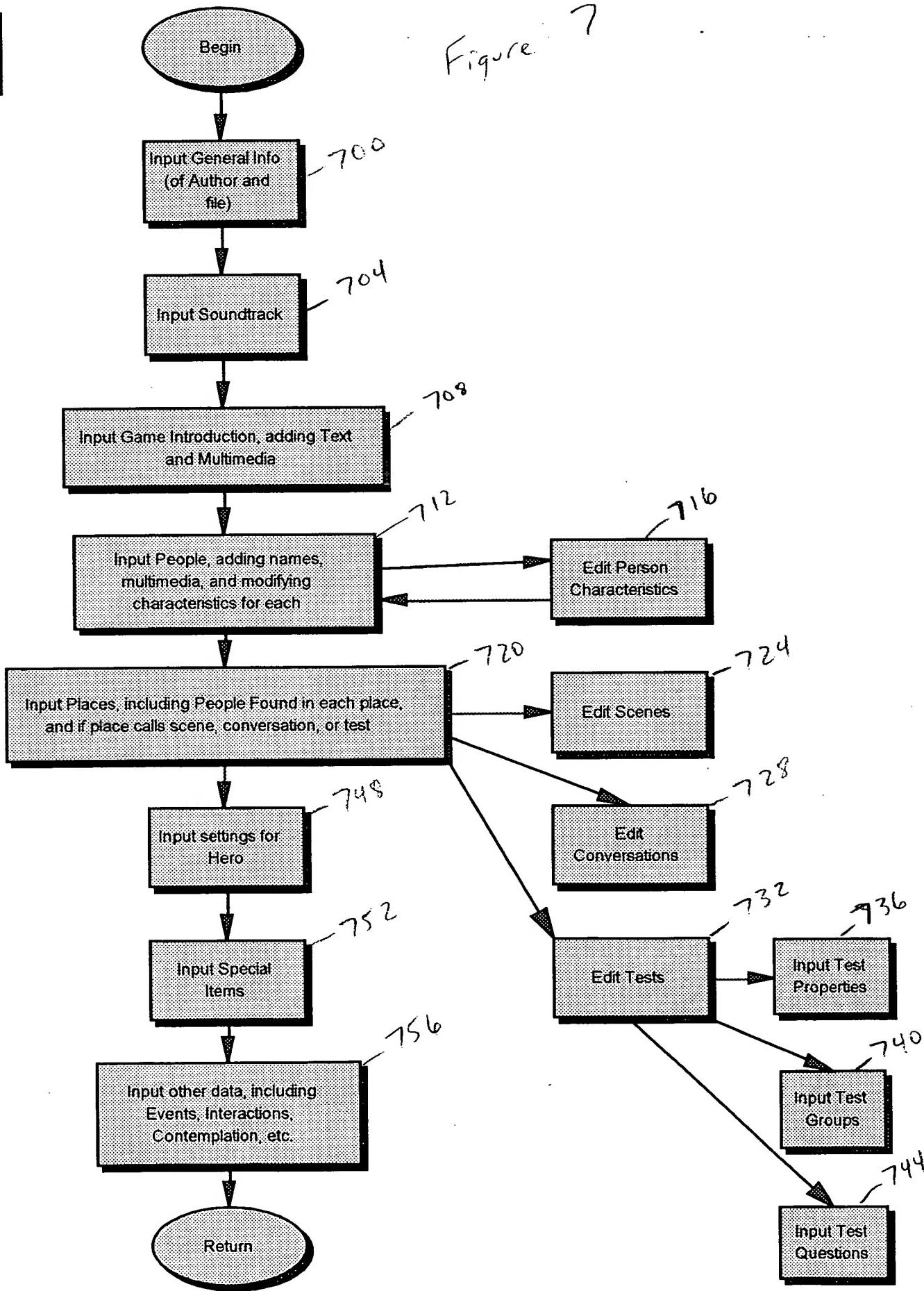


Figure 6



Content Authoring
Process: one
example



Places Editor

Insert Before	Insert After	Delete	2 of 2
Places			
<input checked="" type="checkbox"/> Austin		<input checked="" type="checkbox"/> San Diego	
Name	San Diego		
Place is	<input checked="" type="checkbox"/> AccessibleInitially		
Sound	None		
Nullifiers			
Go To	Scene	<input type="button" value="▼"/>	
Links		Go to San Diego Scene 1 (with Precondition: No preconditions are set.)	
People Found		[100% chance]	
Edit Scene		<input type="button" value="Edit Scene"/>	
People found there:			
<input type="checkbox"/> Tom (50%) <input type="checkbox"/> Susie (50%)			

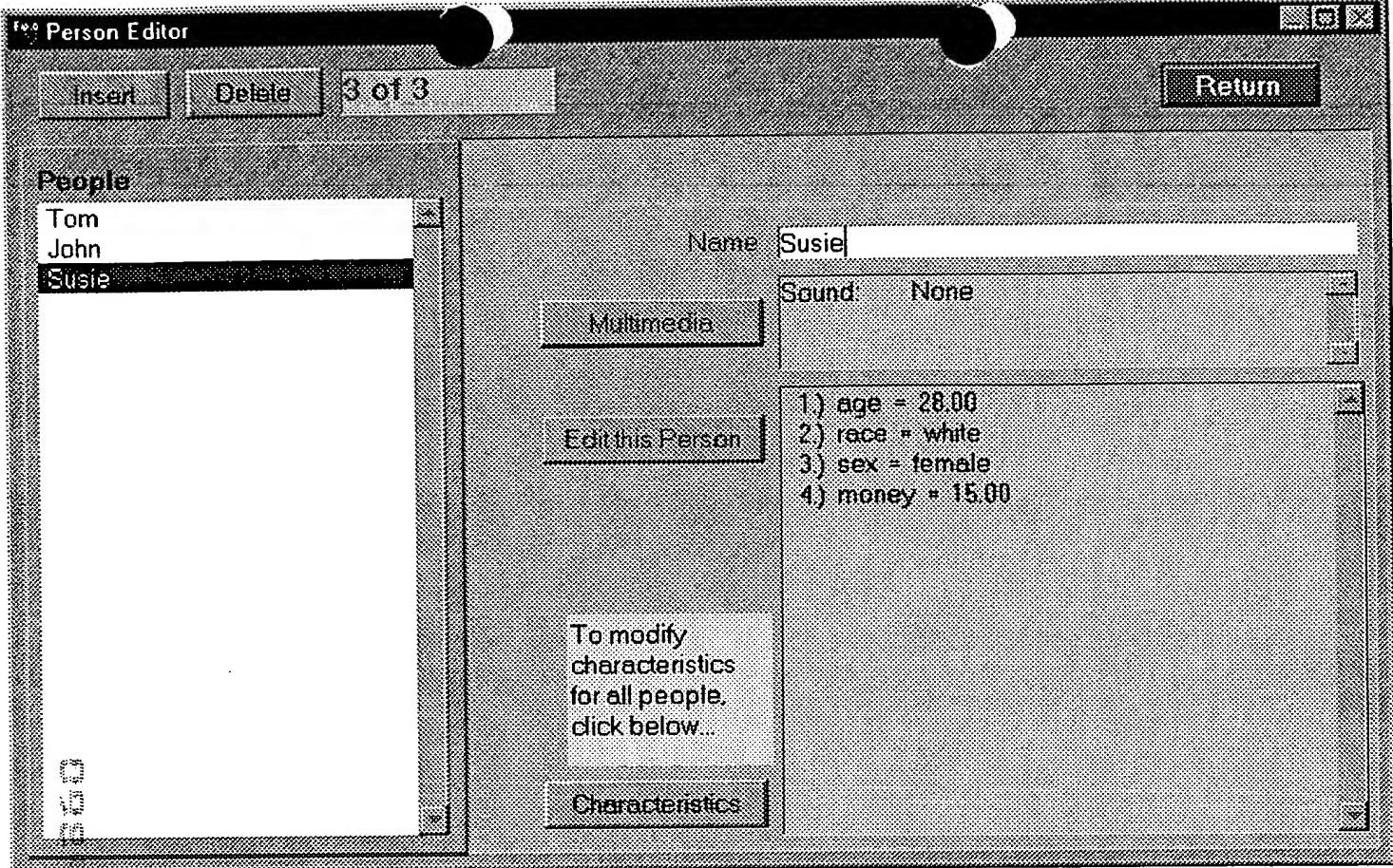


Figure 9

Person Characteristics Editor

Insert Delete 1 of 4 Return

Characteristics

• age
□ race
□ sex
● money

Name: age Integer Type: Number Default Value: 25 MAX: 100.00 Min: 0.00

You should type in a default value for the number, as well as the minimum and maximum that the number could ever be in the game. The game's engine will keep all characteristics in the range that you set.

Hero Can: No Intranscript

Figure 10

144 Scenes Editor

Scenes to Edit: San Diego Scene 1

Austin Scene 1

zoo

Insert Delete 1 of 3

Scene is called by:

Scene Title: San Diego Scene 1

Places: San Diego

Scene Text: You arrive in San Diego, America's finest city. What do you want to do?

Multimedia:

Changes:

Links: See the zoo. Go to zoo (with Precondition: No preconditions are set...) [100% chance]

Password:

Print:

Type in any text that you want the user to see. Use the buttons on the right to add special text.

You run into ~~Pe~Encountered Person~Name~~, who is walking in a very strange manner...

"Oh, hello, ~~Pe~Hero~Name~~. I thought that was you... What are you doing in ~~Pl~Current Place~Name~~?"

And you say...

Return

Game Characteristic

Person

Place

Item

NOTE: The tilde symbol
~ is a special character
that should not be used in
your text (except when
using special text).

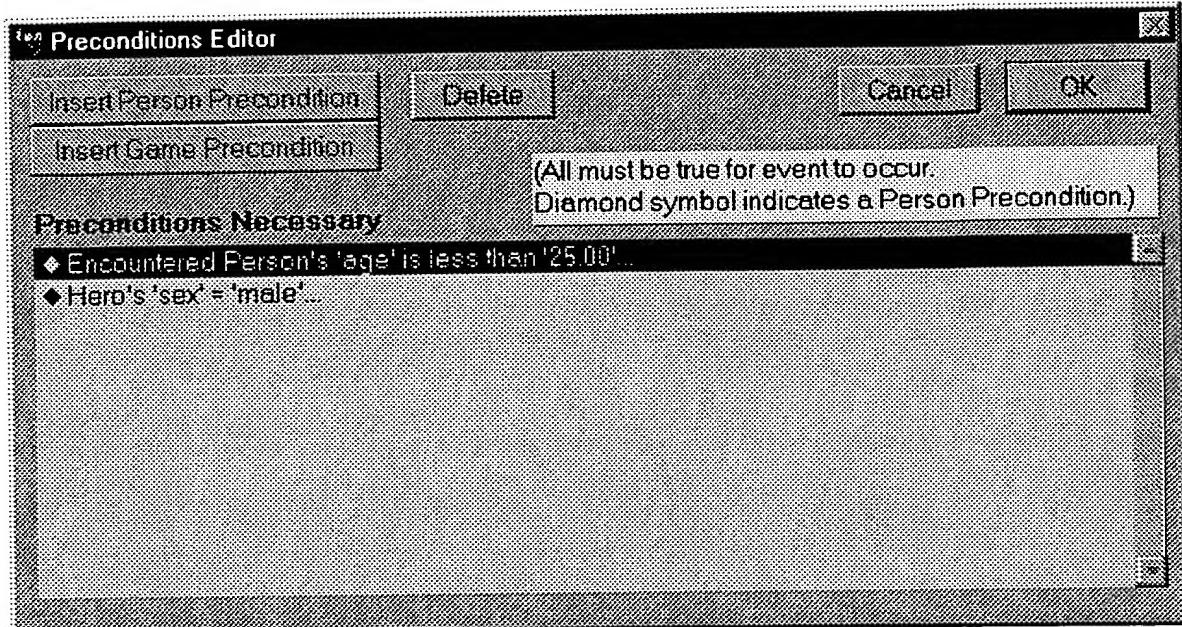


Figure 13

The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.

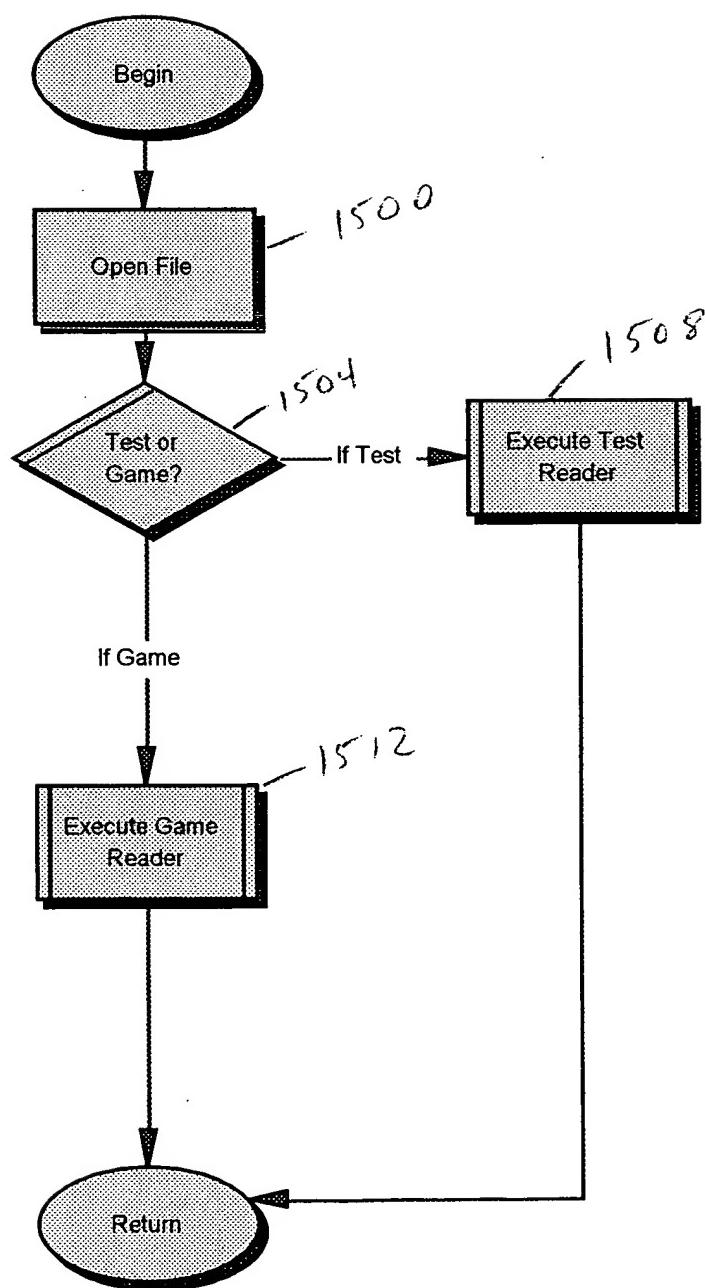
This screenshot shows the "Preconditions Editor" window with the "OK" button highlighted. It displays the configuration for a specific precondition:

Person:	Encountered Person	Characteristic to Check:	age	Compare to Value:	Is Less Than	<input type="checkbox"/> Fixed Value
Comparison:	Value:		25	Max:	100.00	Min: 0.00

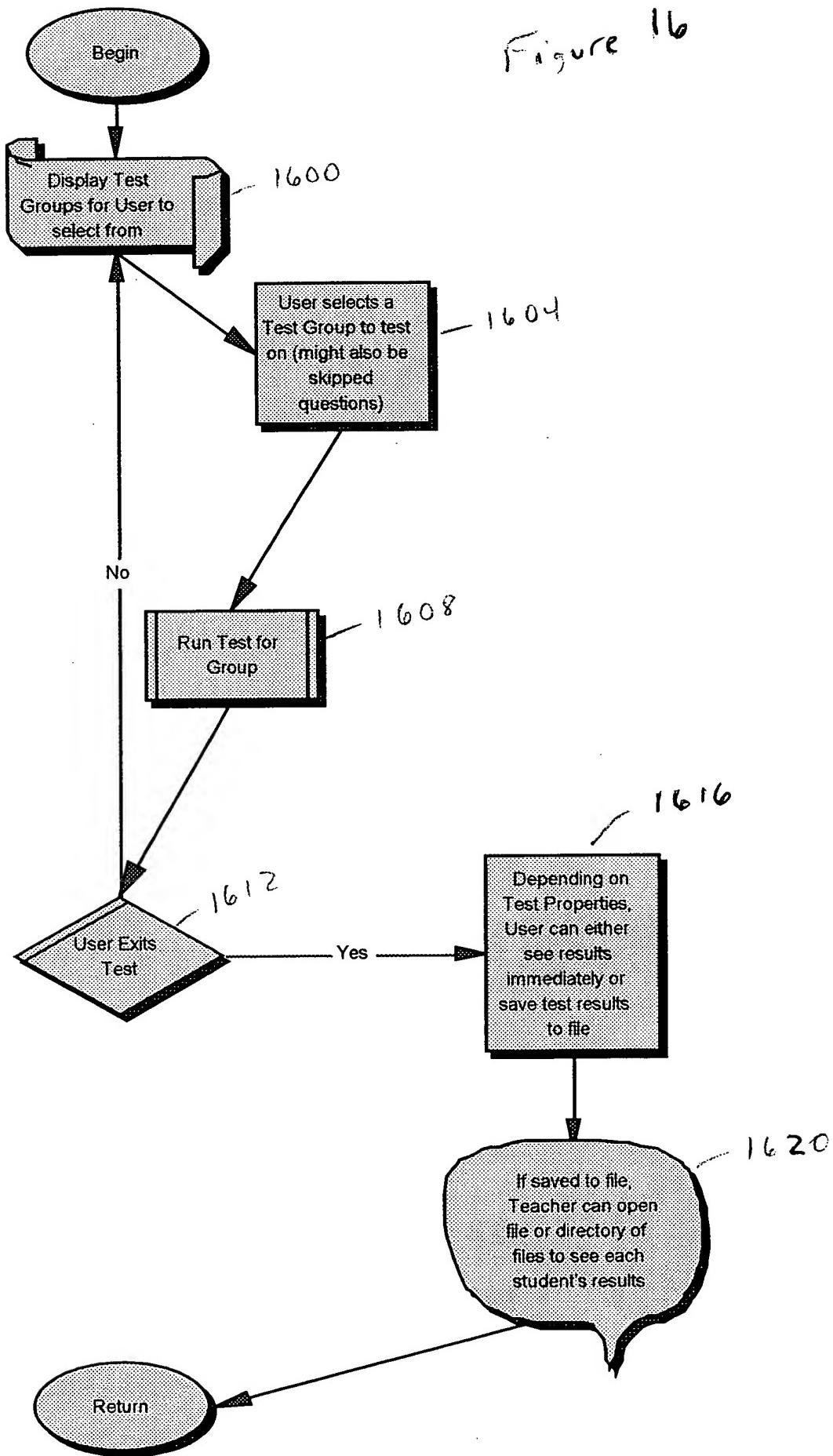
Figure 14

Reader: High
Level

Figure 15



Test Reader Main



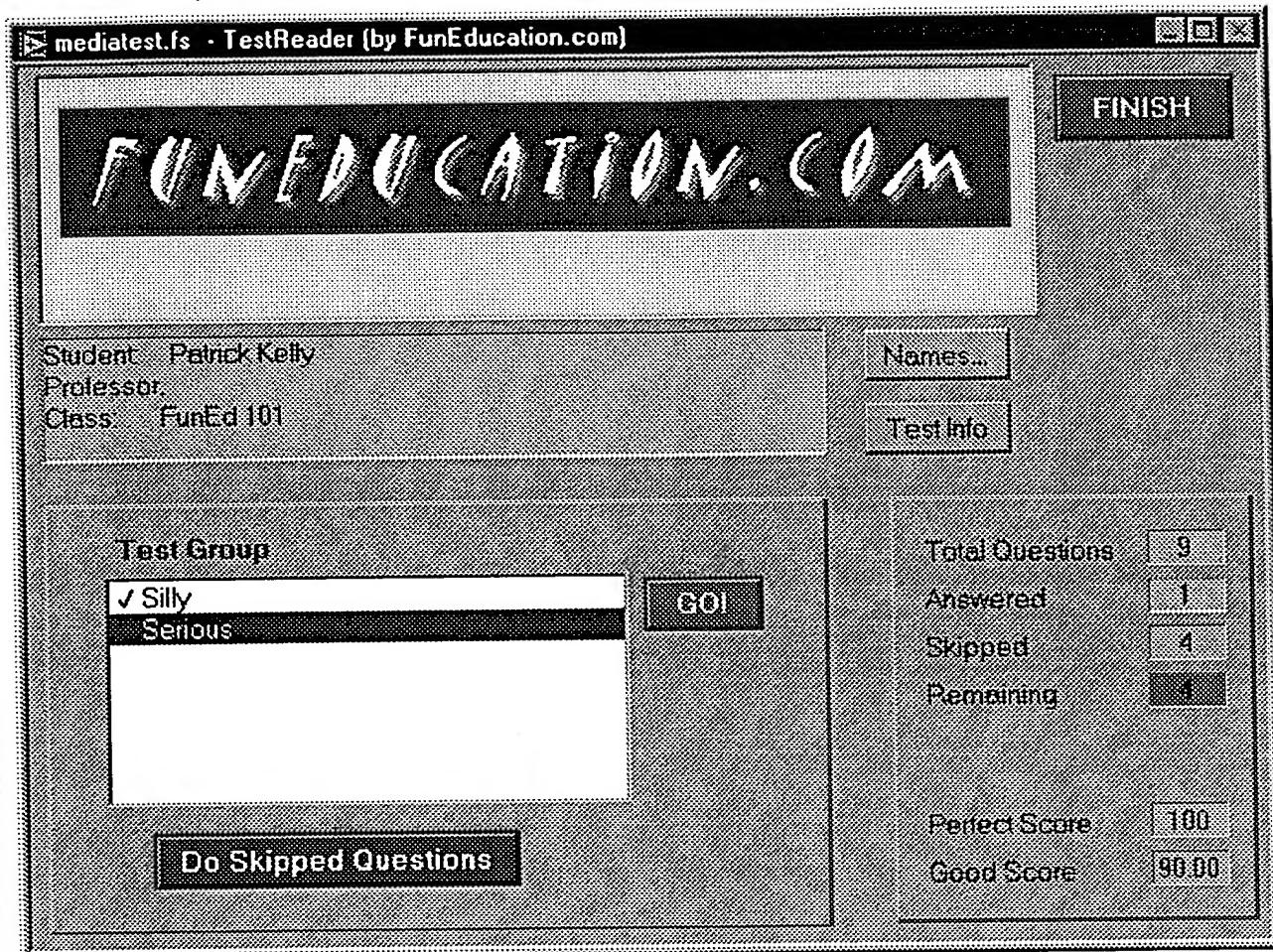


Figure 17

Figure 18

Run Test for Group

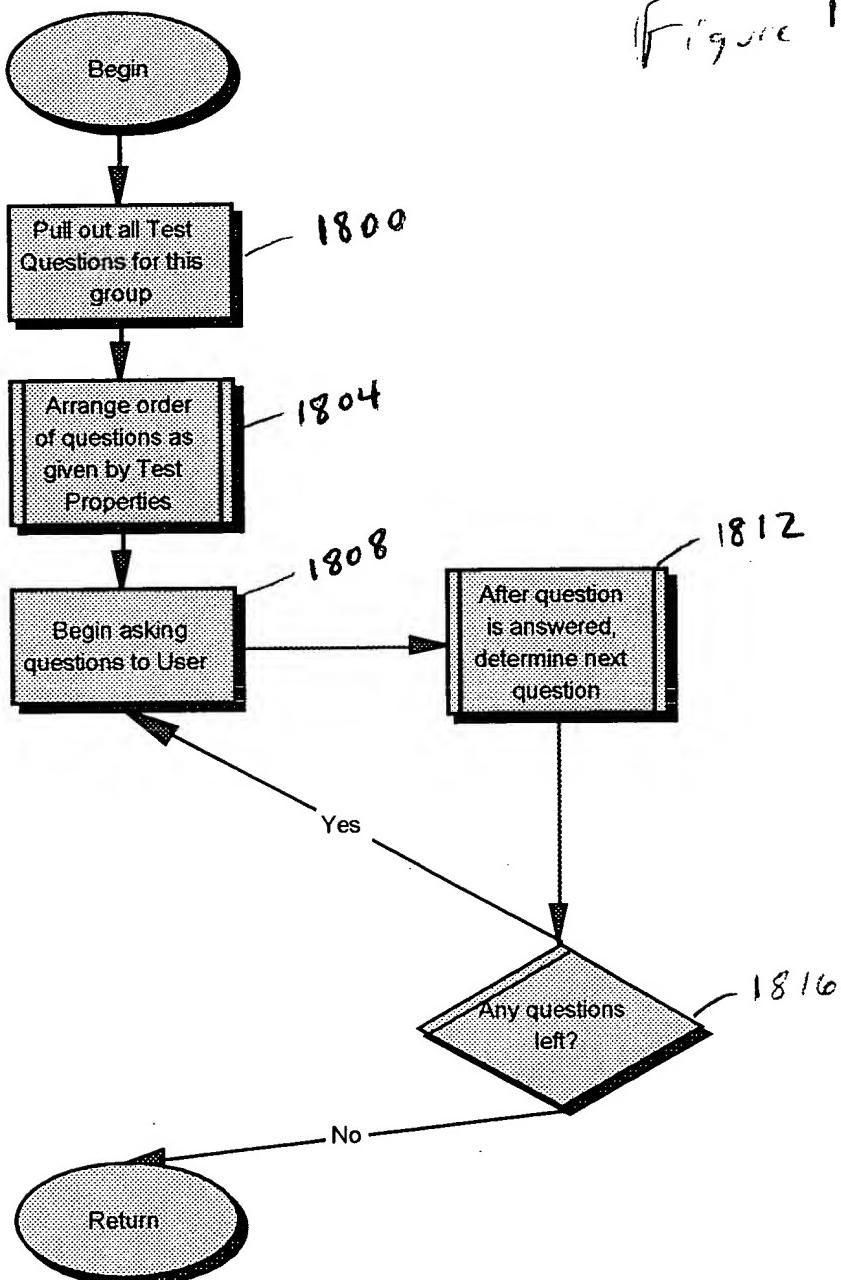


Figure 19

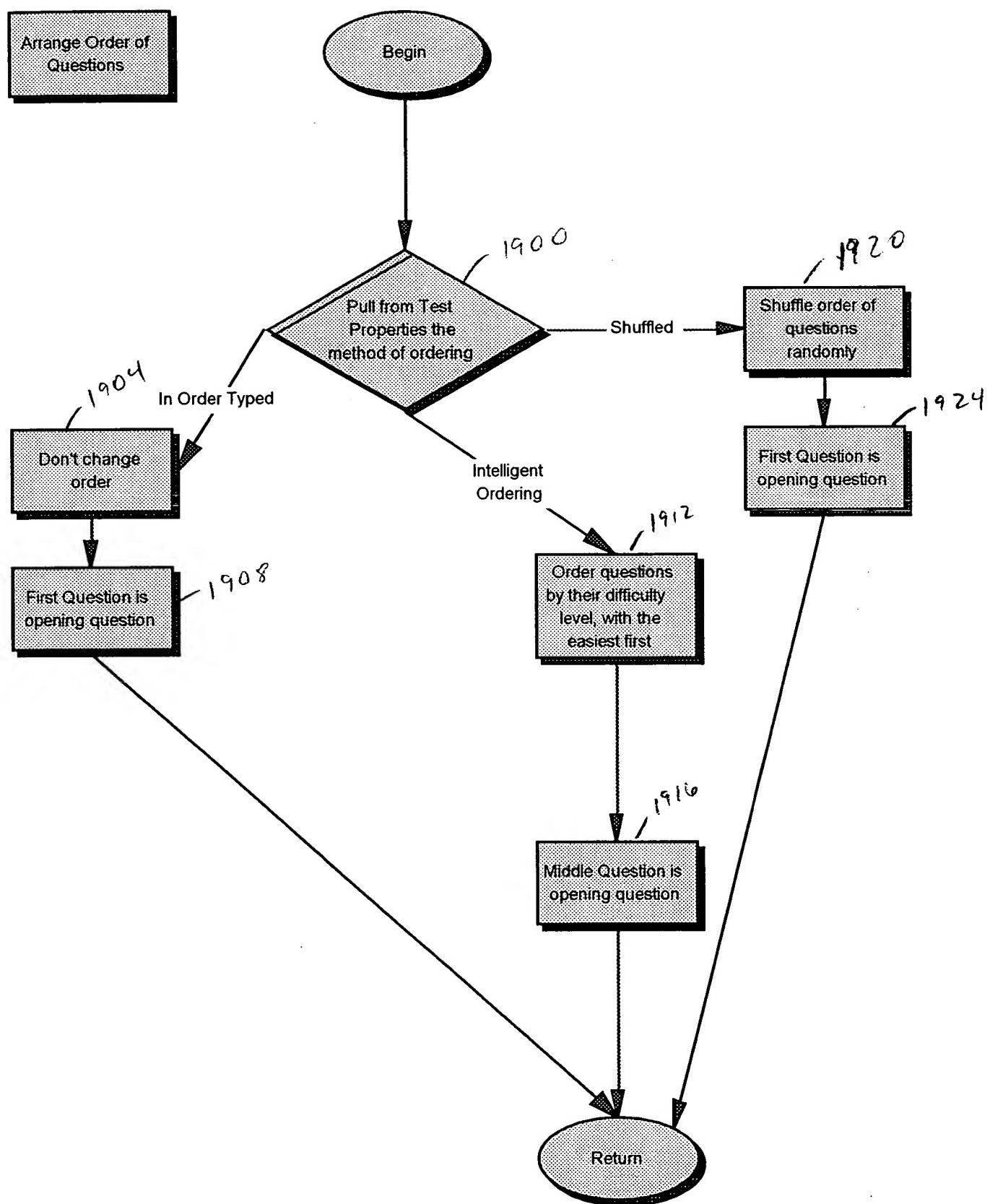


Figure 20

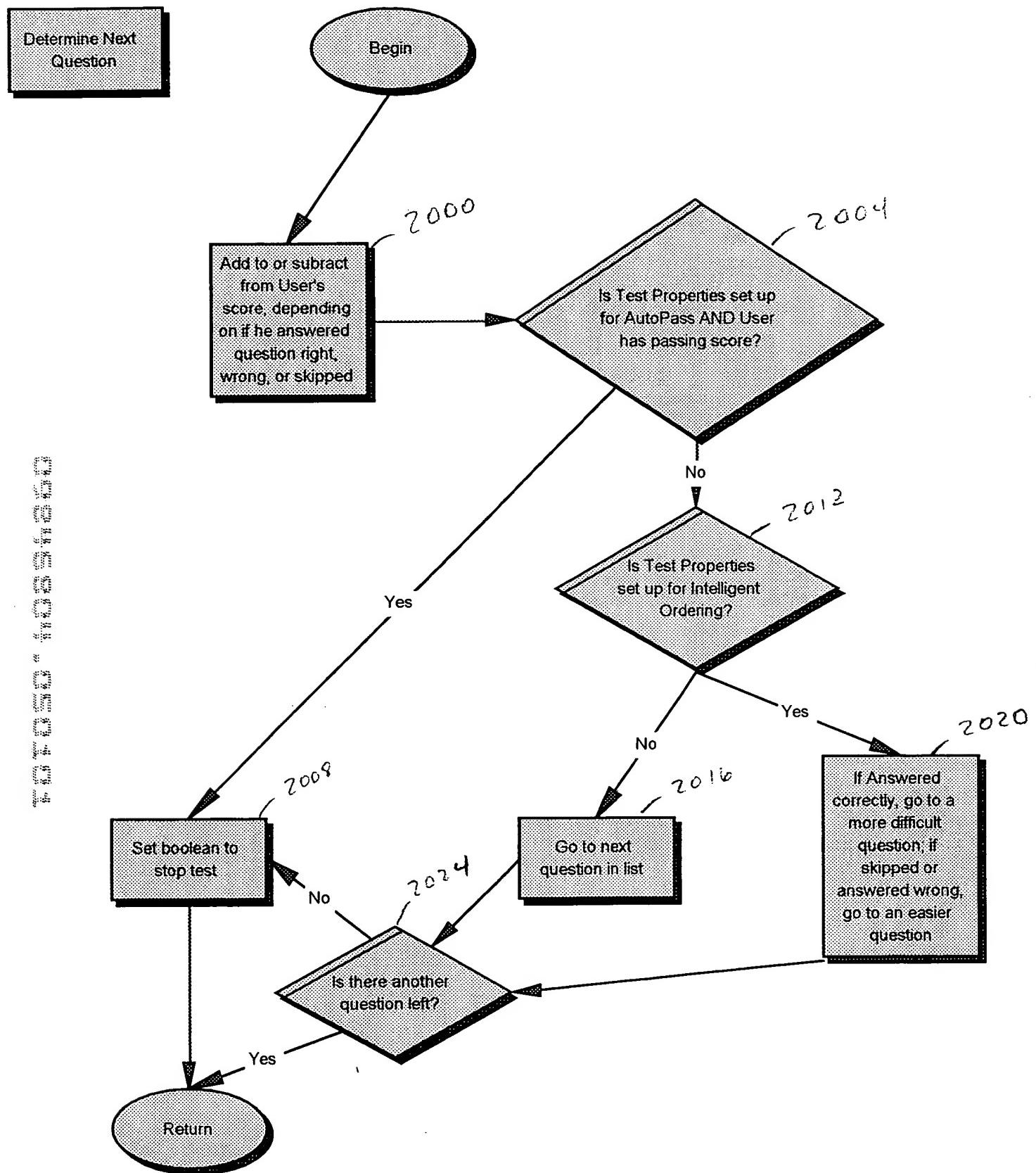


Figure 21

Game Reader
High Level

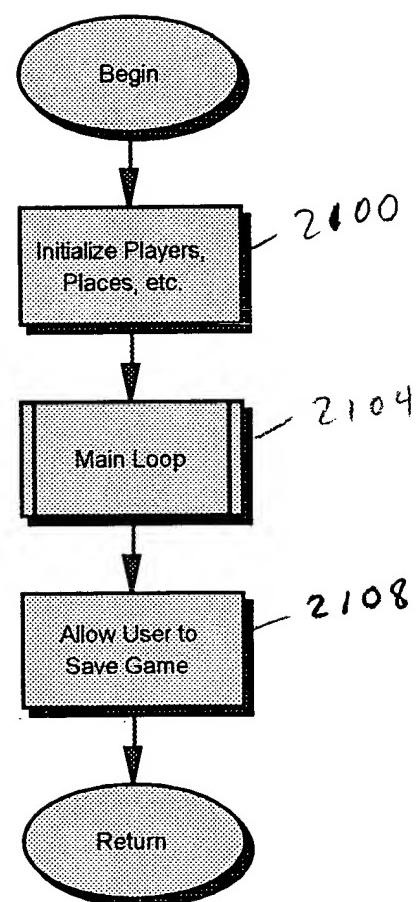
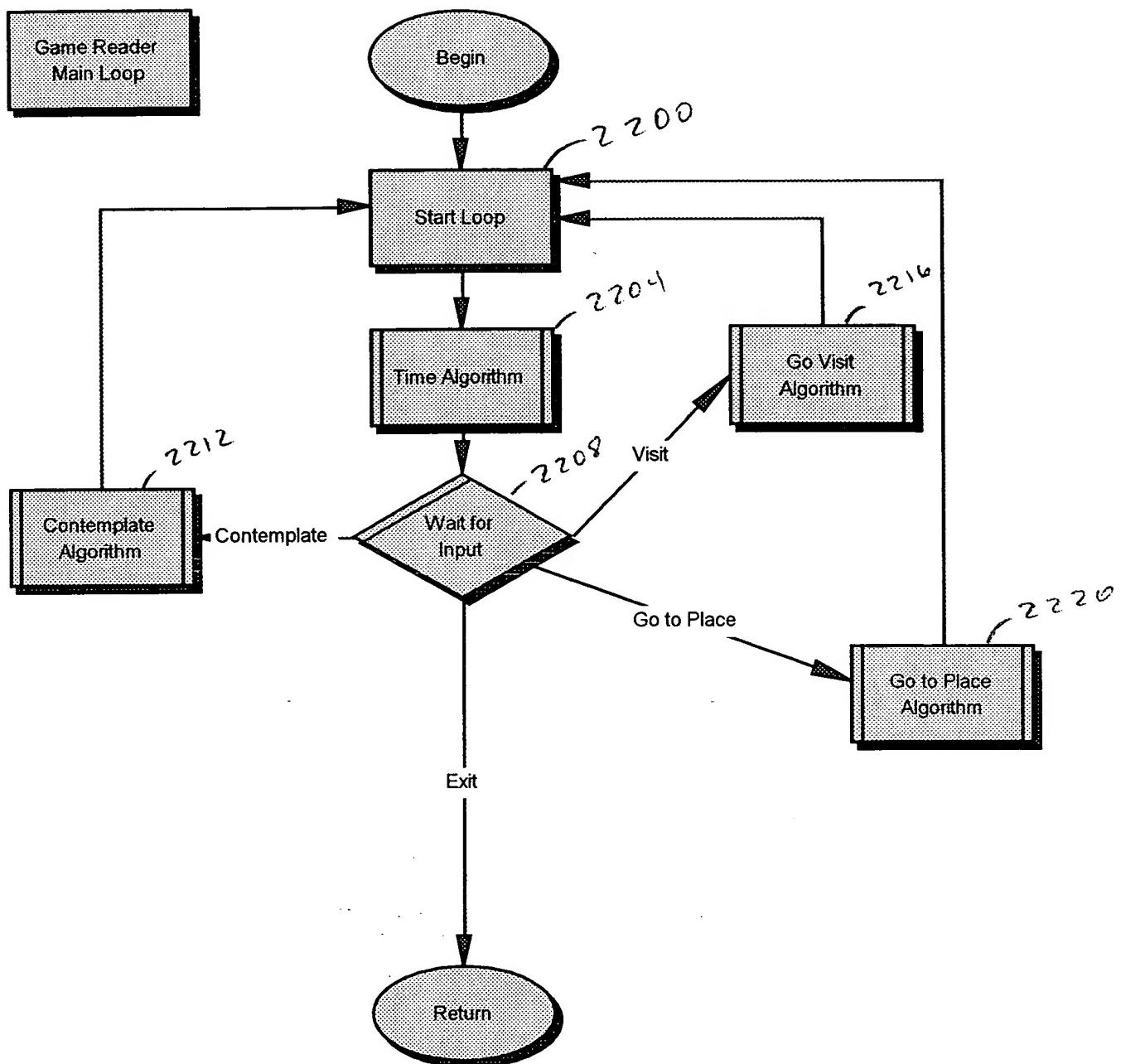


Figure 22



Week 1

EXIT



Introduction

Credits

Newspaper

Stop Soundtrack

Picture of Plaza de Toros



On Yourself...

GO!

</div

Figure 24

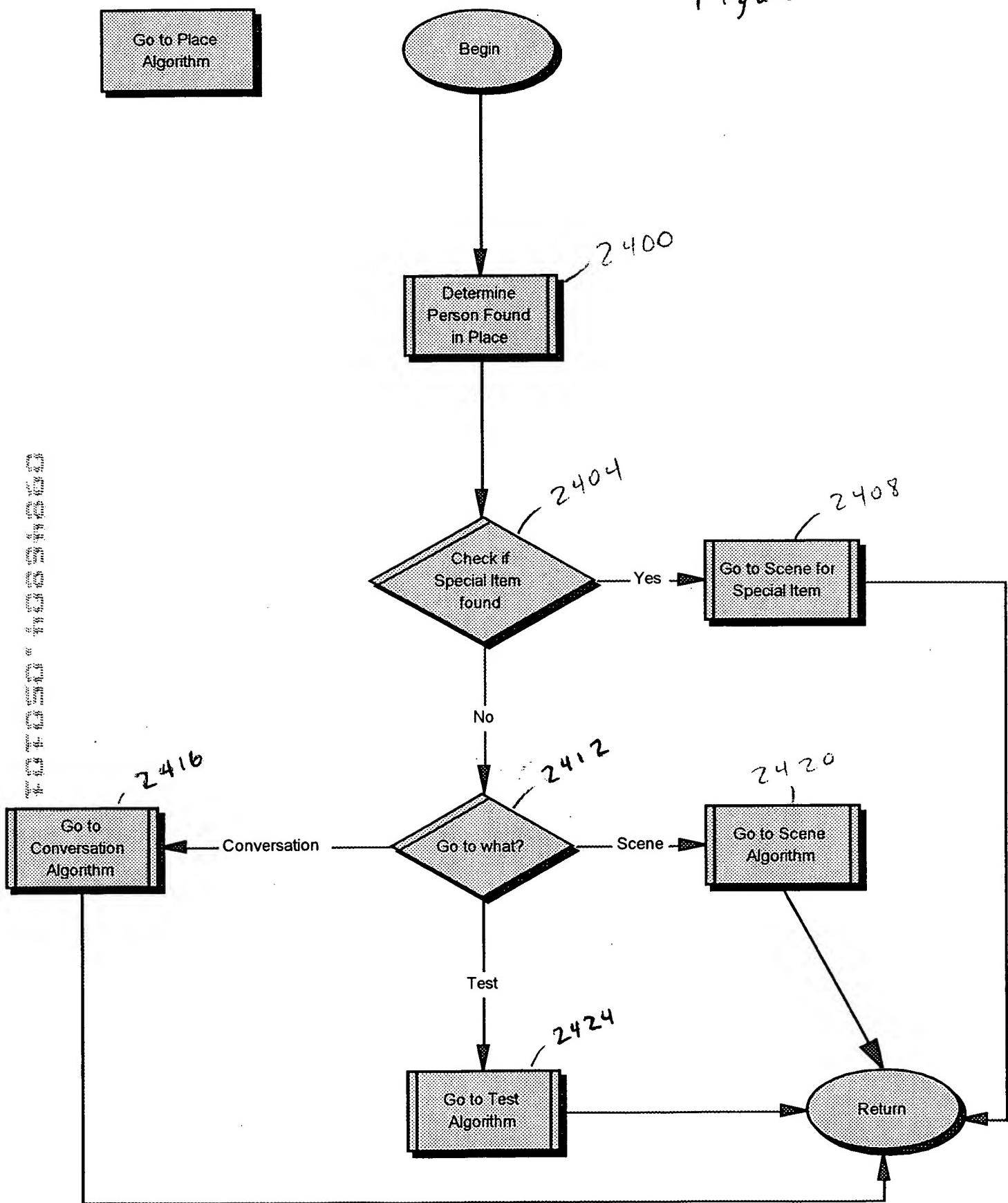


Figure 25

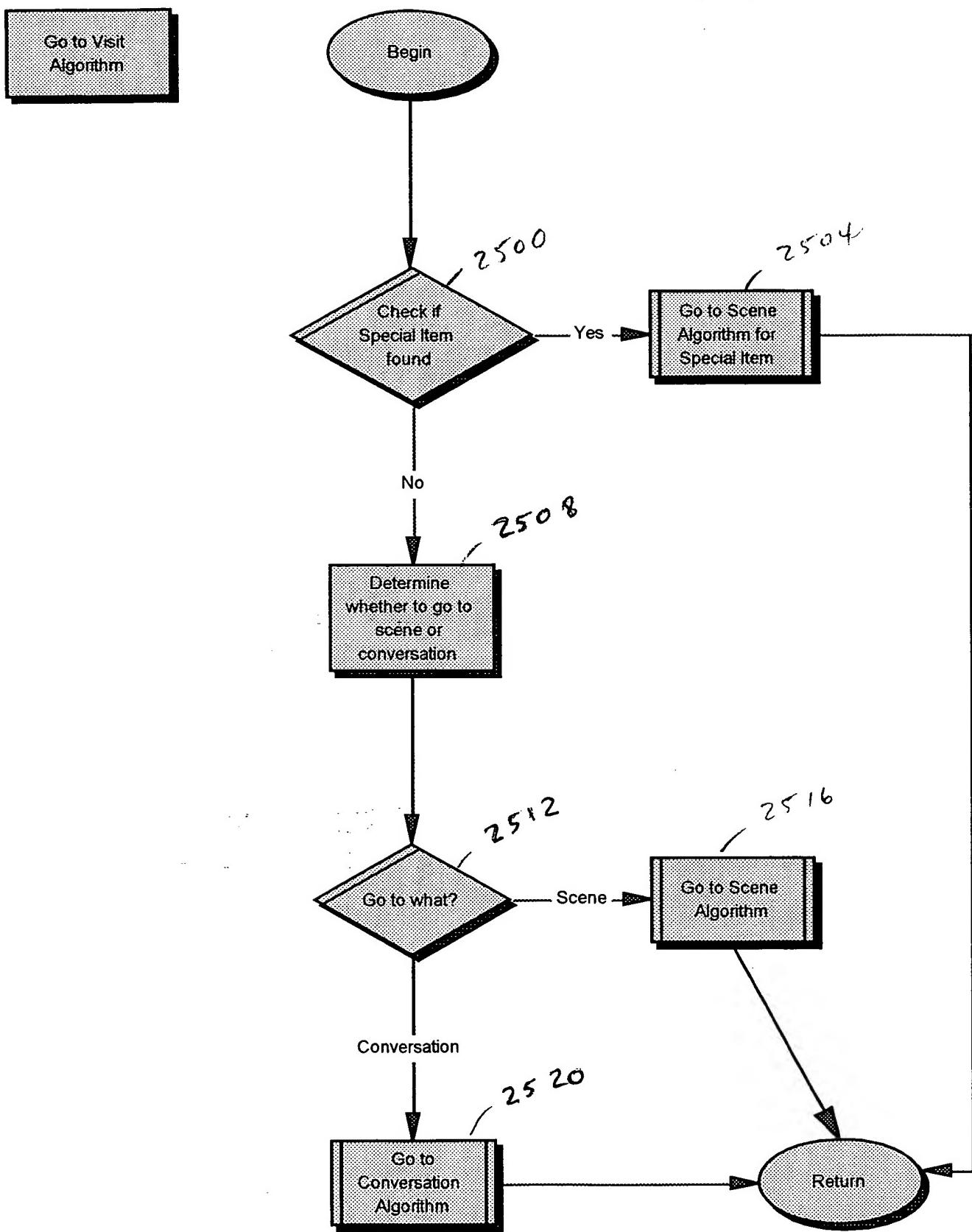


Figure 26

Contemplate
Algorithm

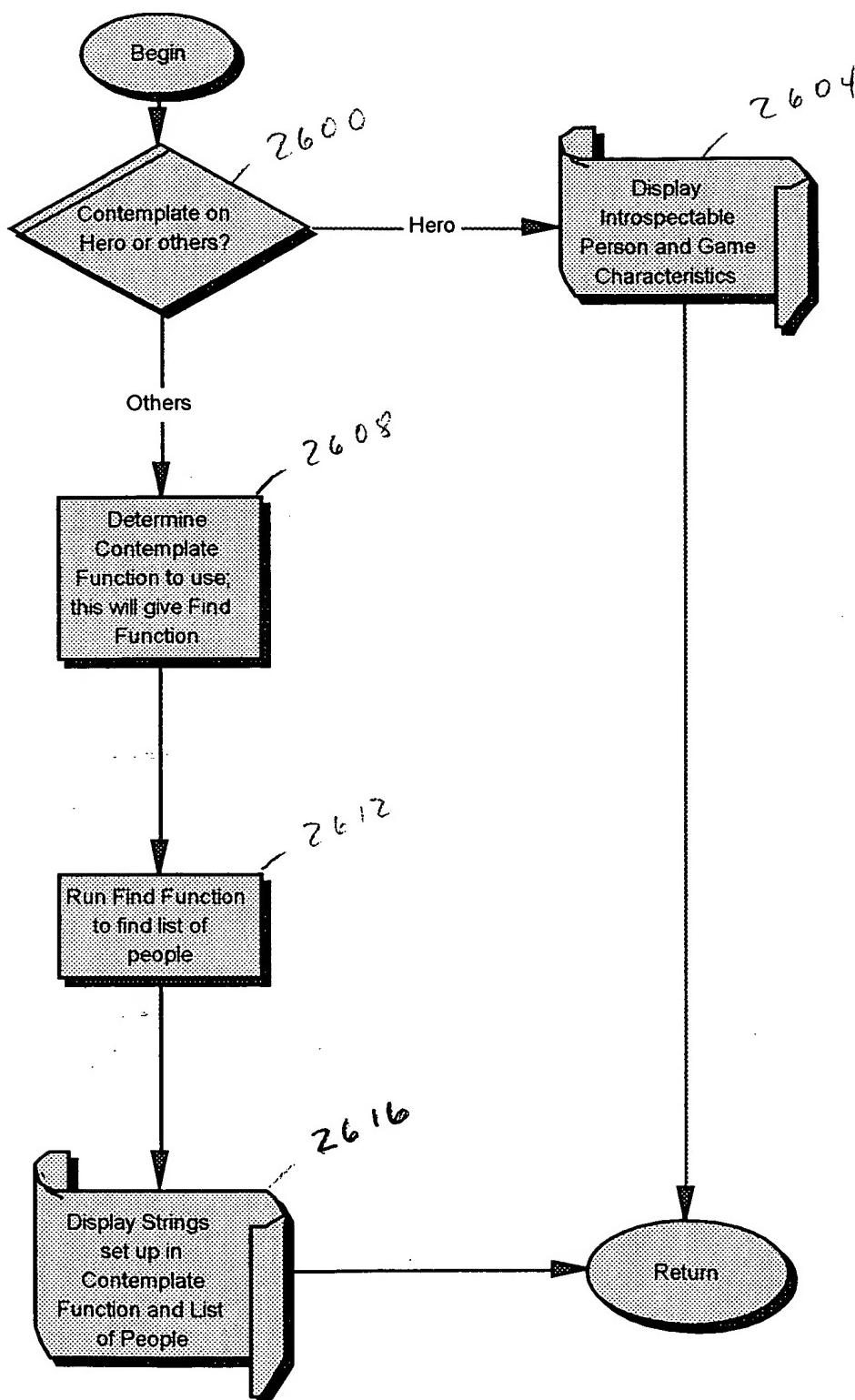


Figure 27

Go to Scene
Algorithm

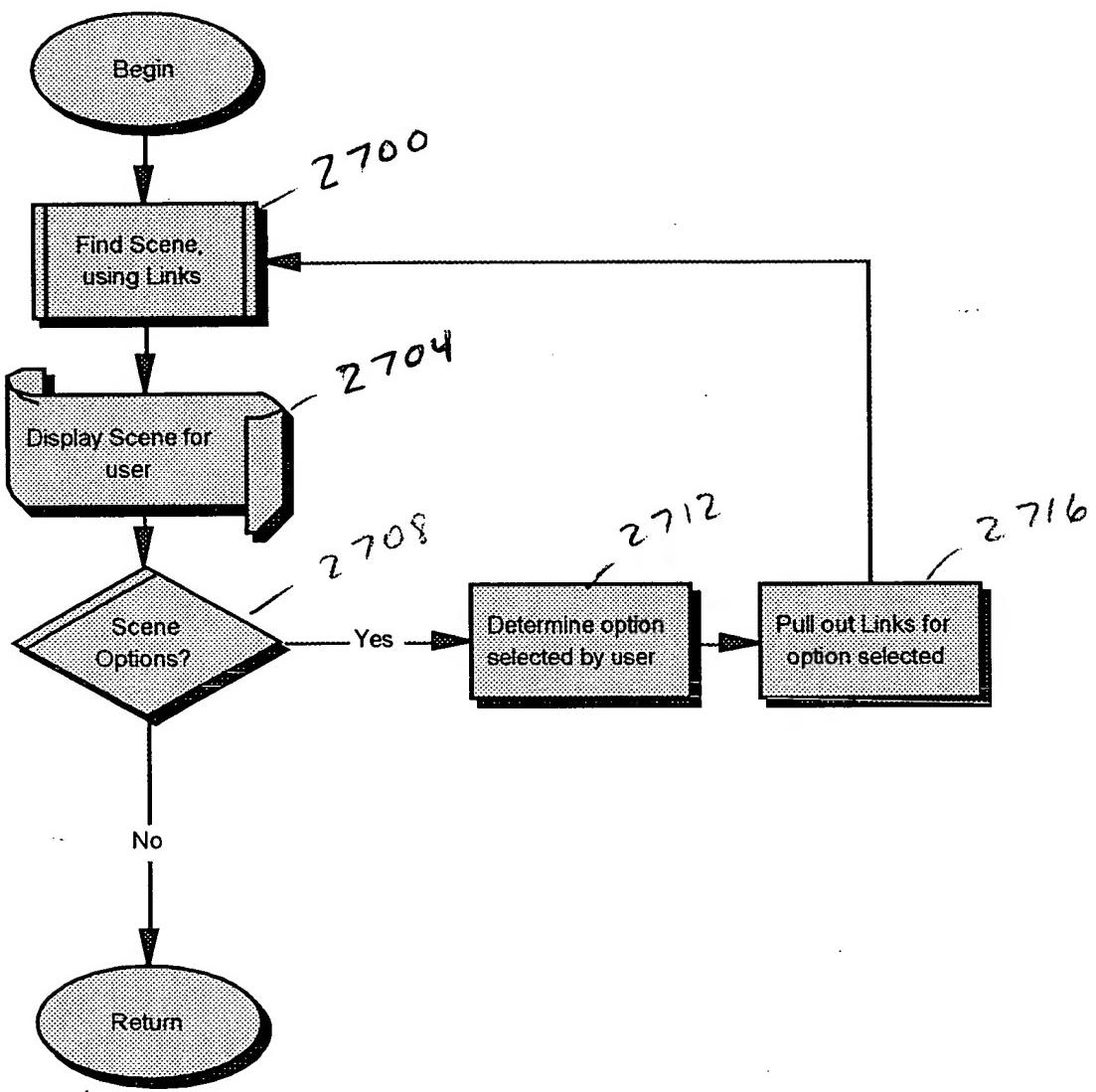


Figure 28

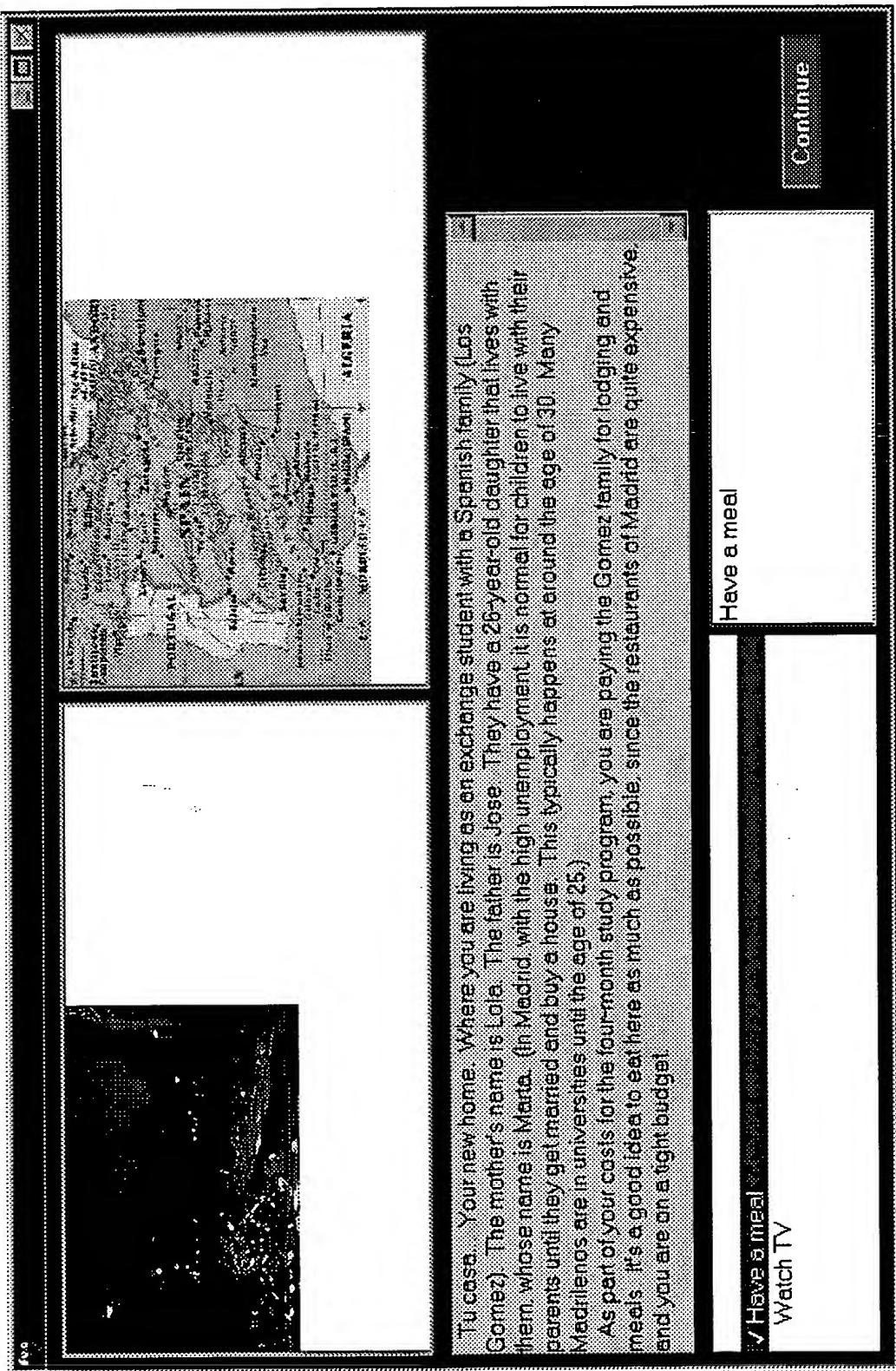


Figure 29

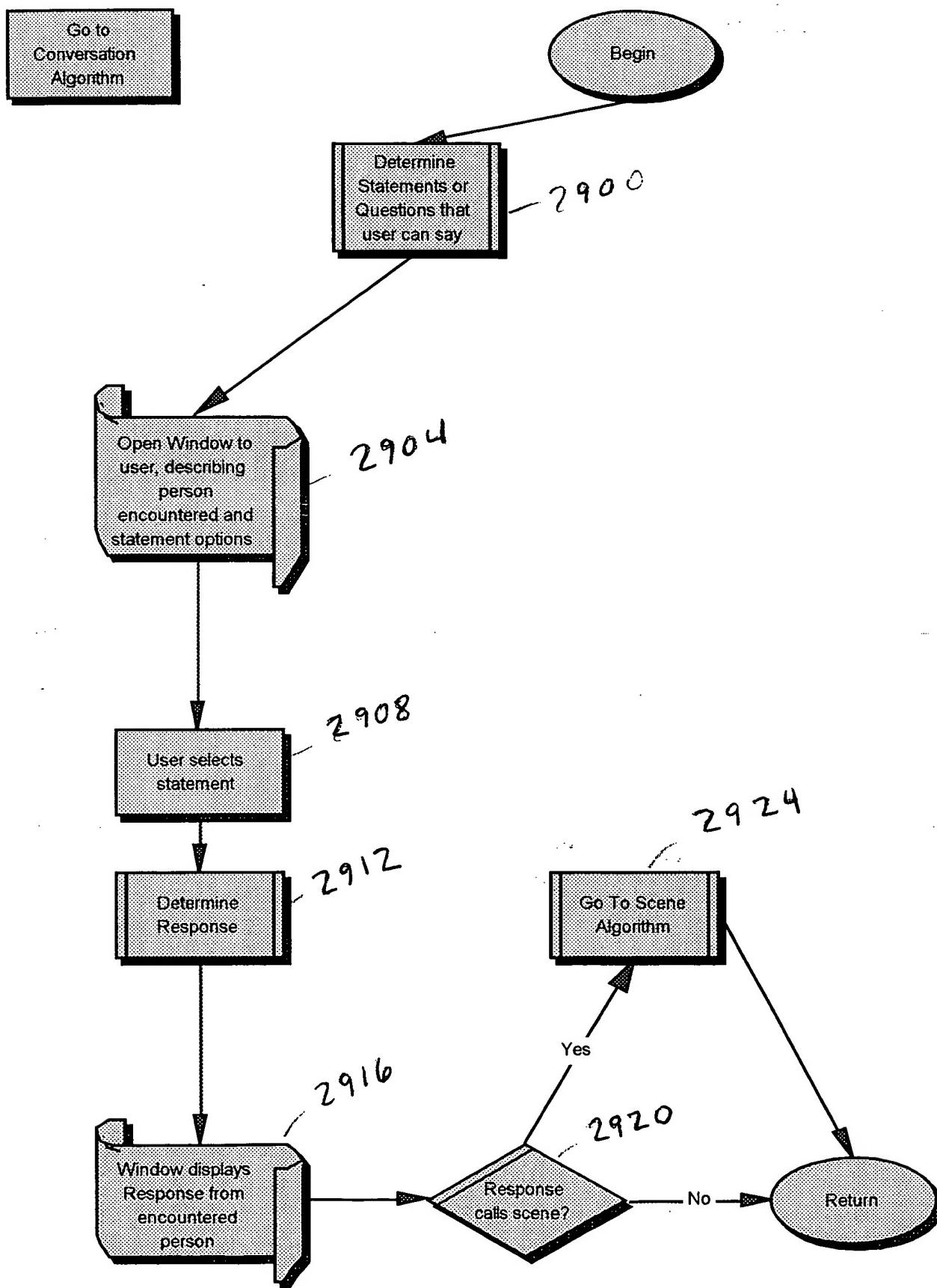


Figure 30

Go to Test from
Place

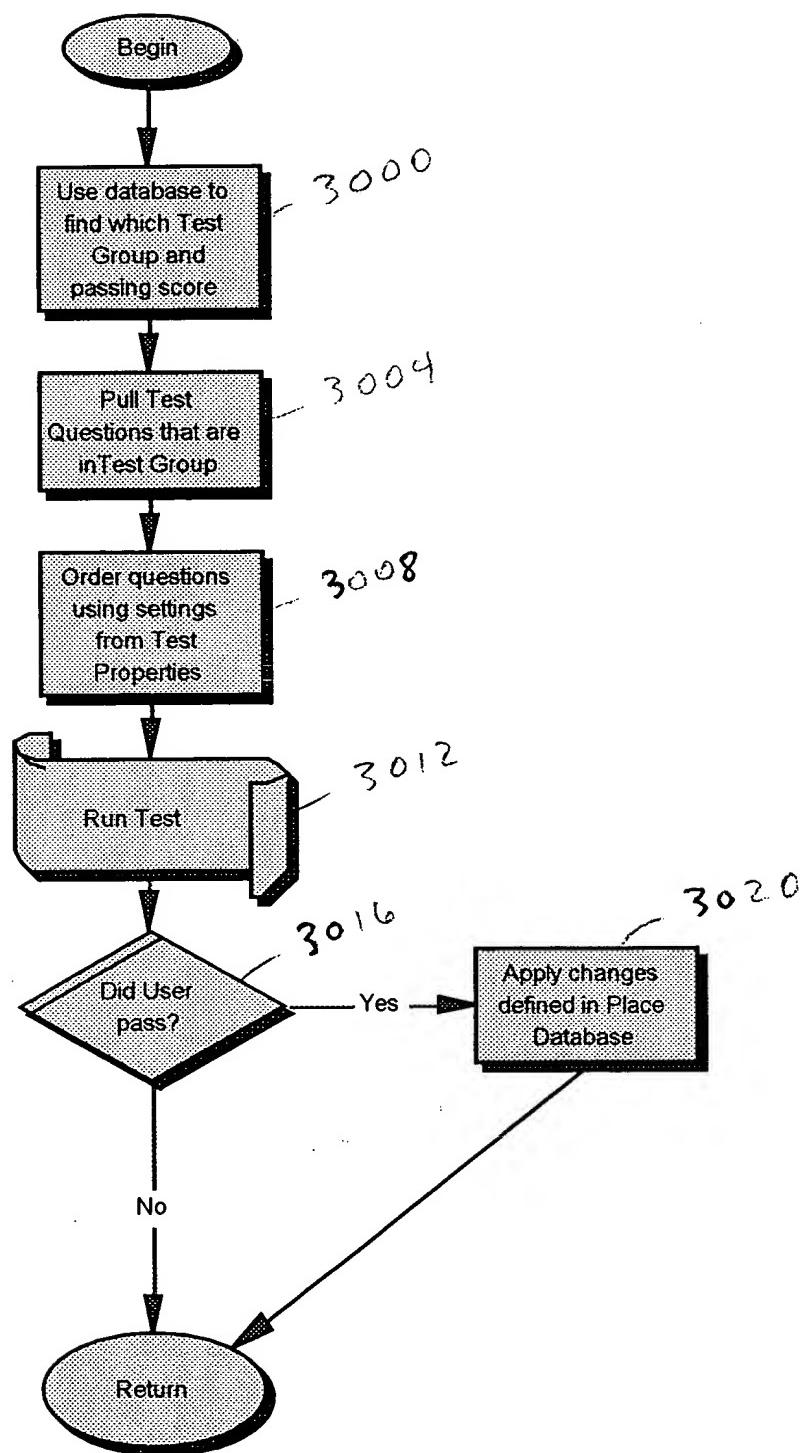


Figure 31

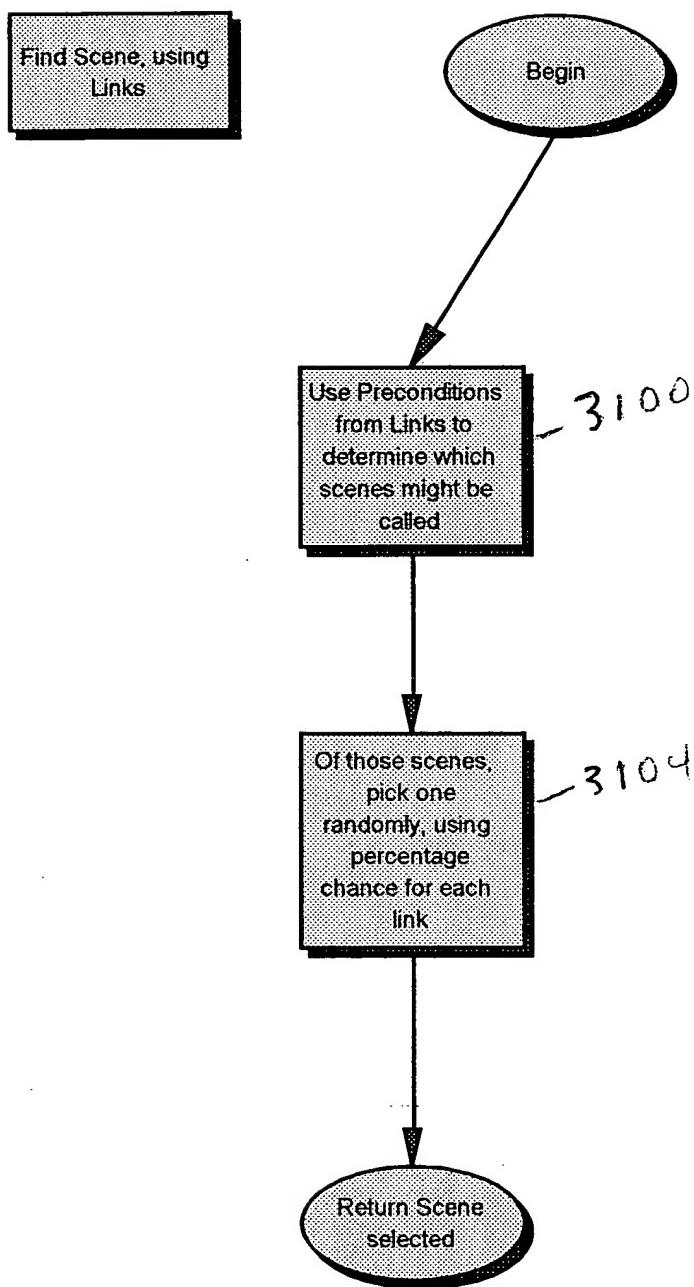


Figure 32

Time Algorithm

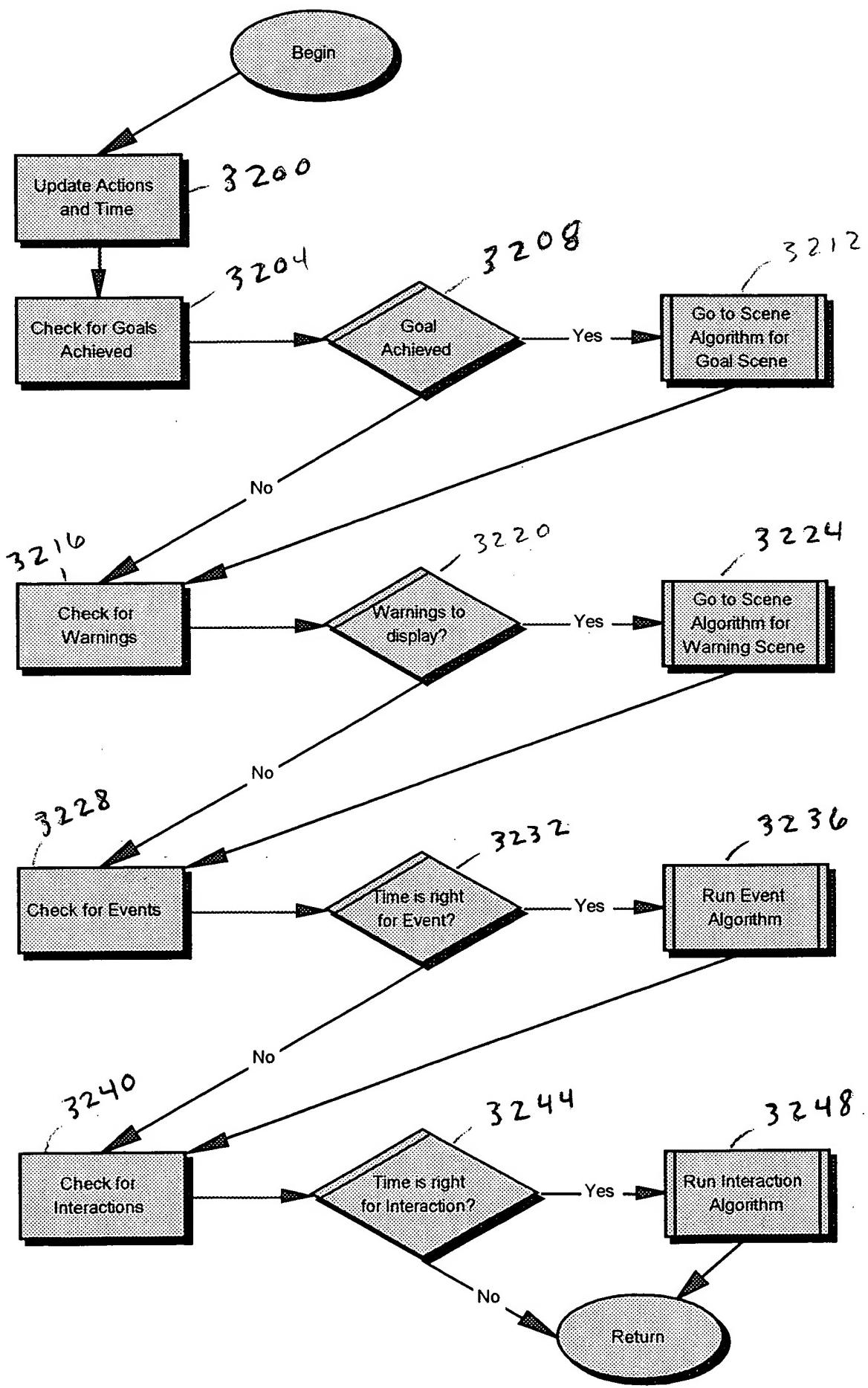


Figure 33

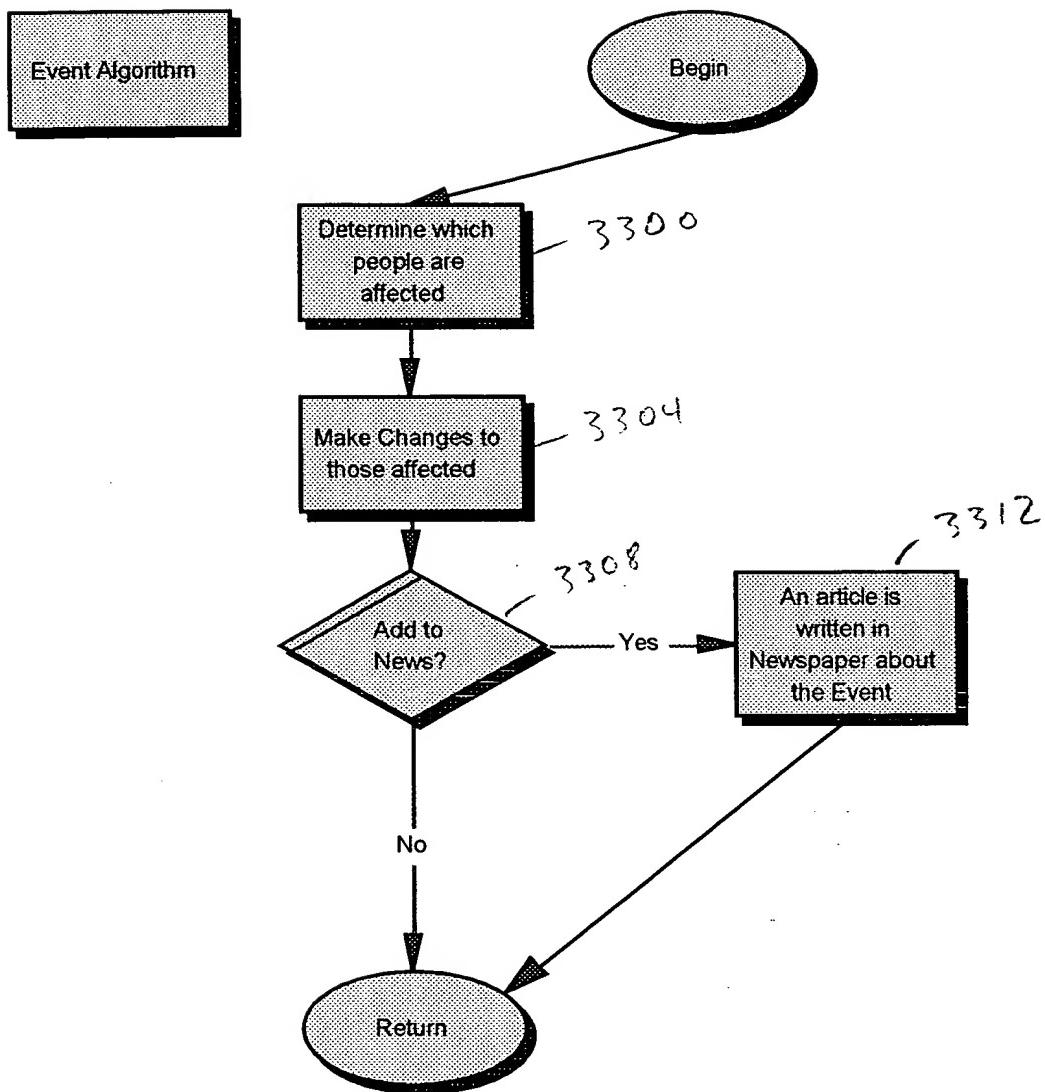


Figure 34

Interactions
Algorithm

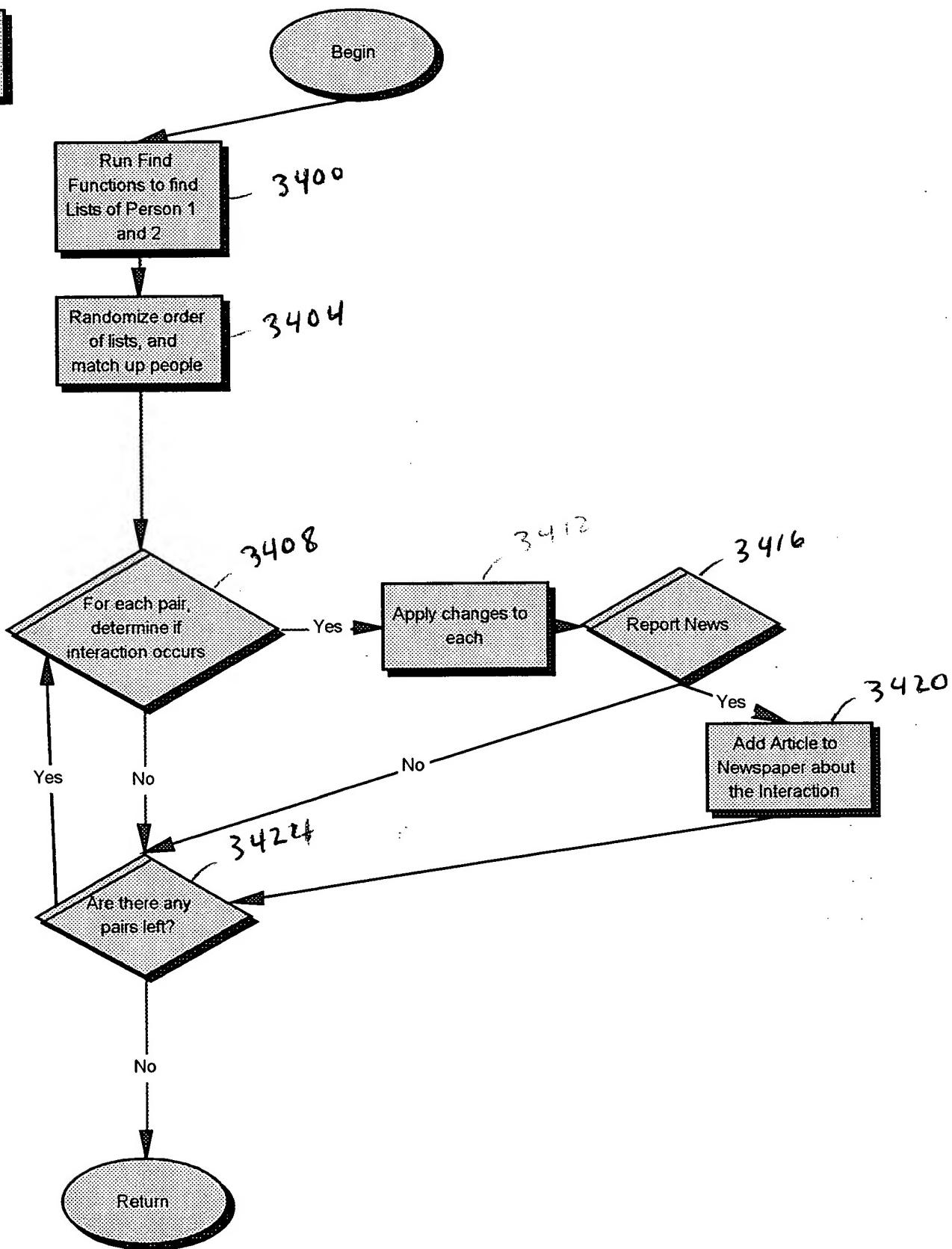


Figure 35

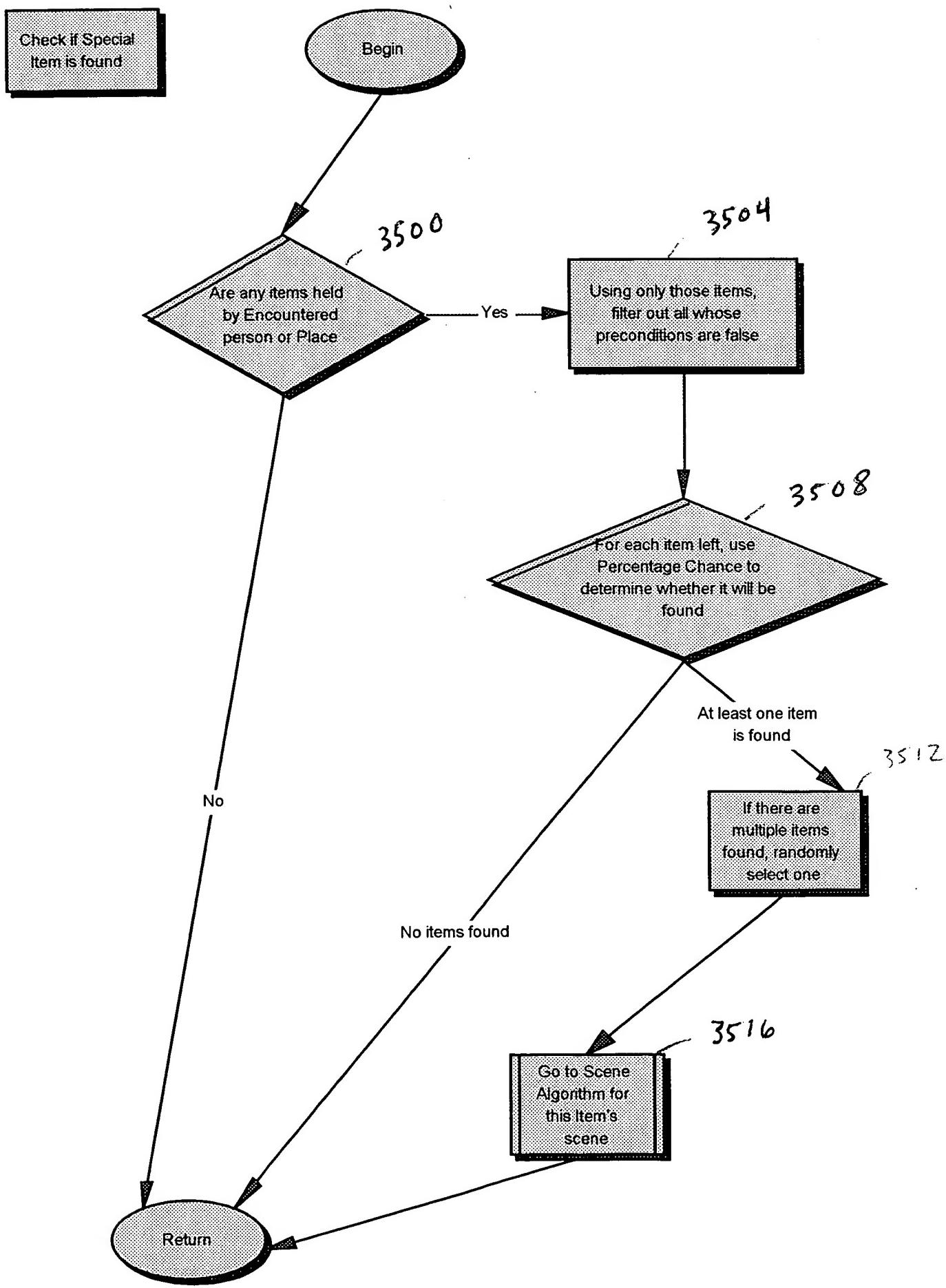


Figure 36

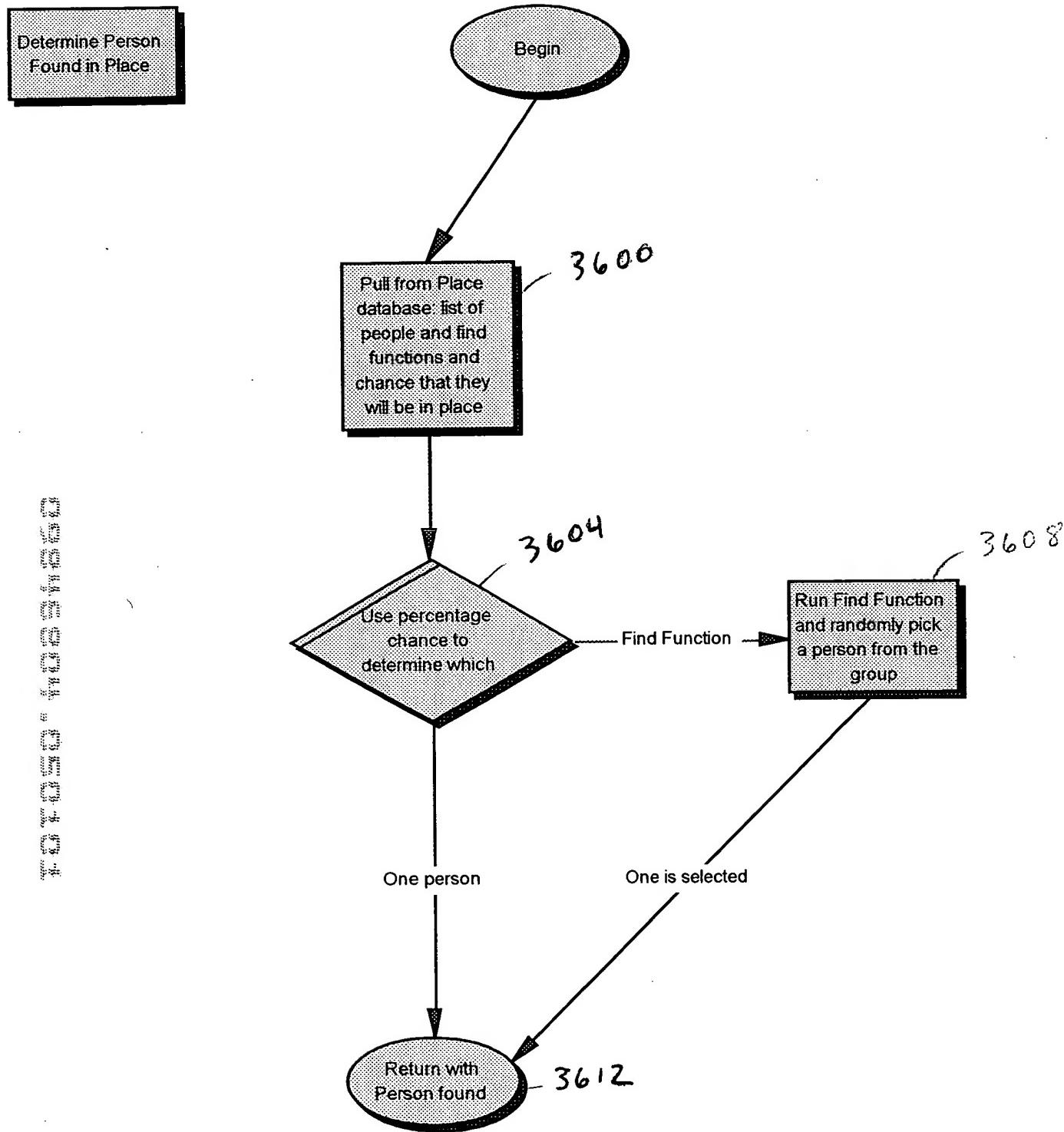


Figure 37

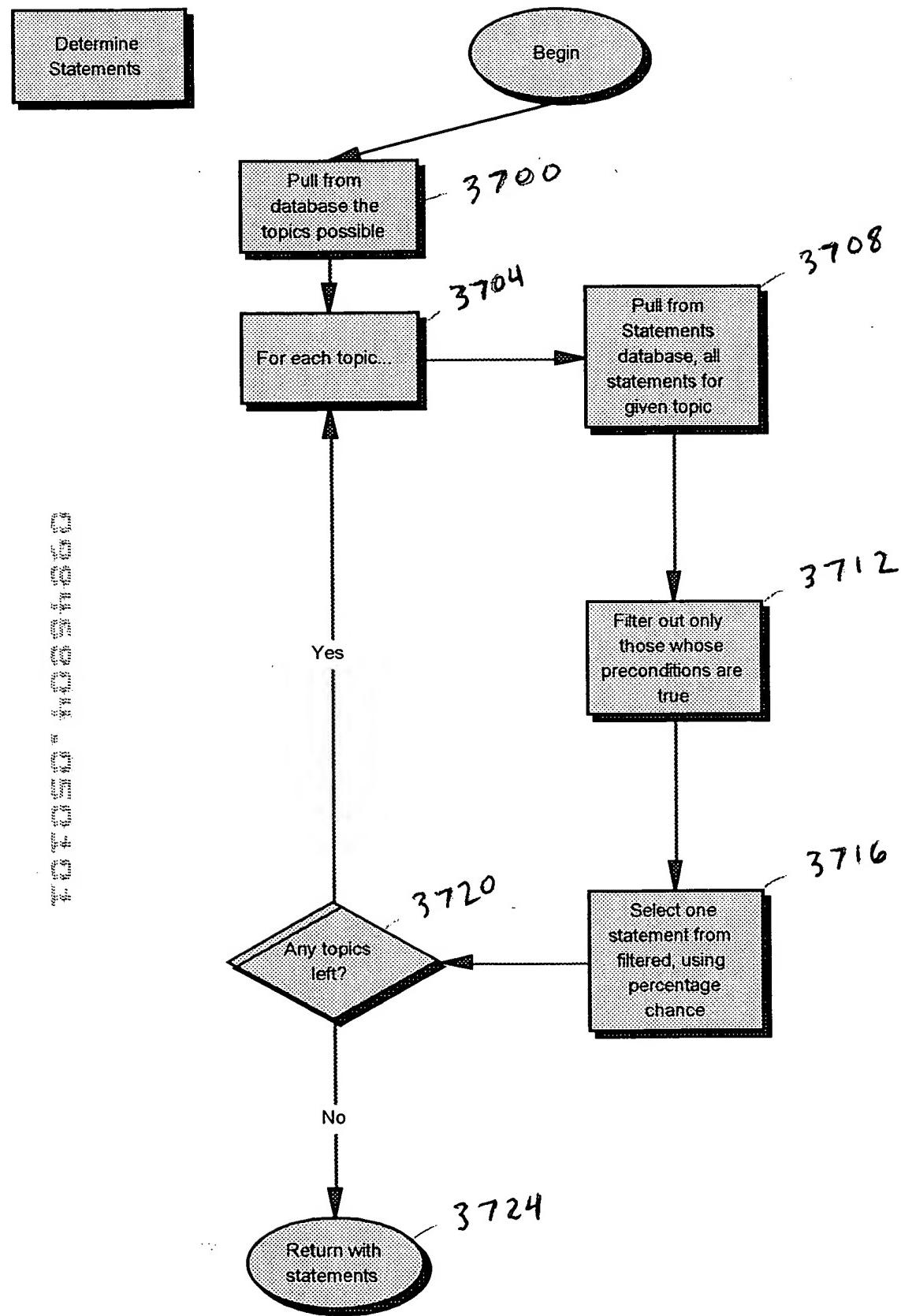


Figure 38

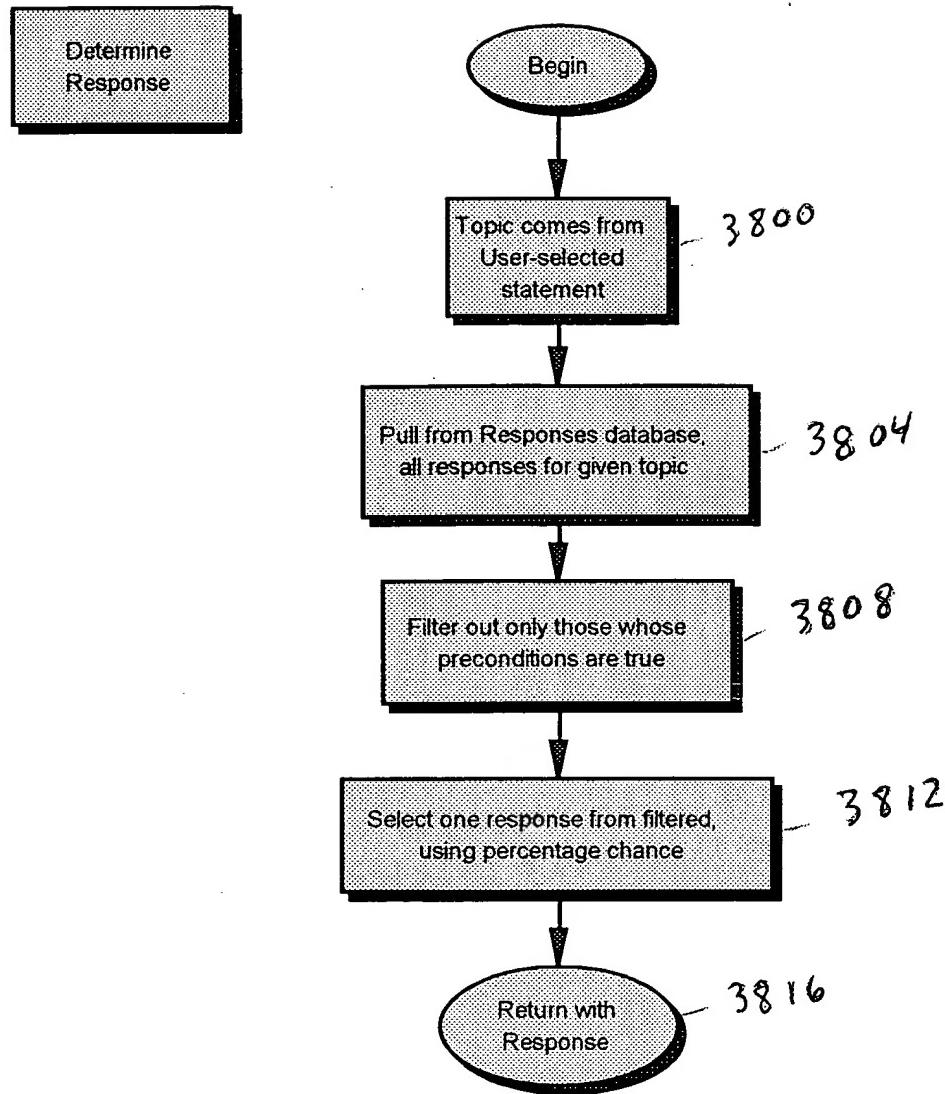


Figure 39: Simulation DB for each object

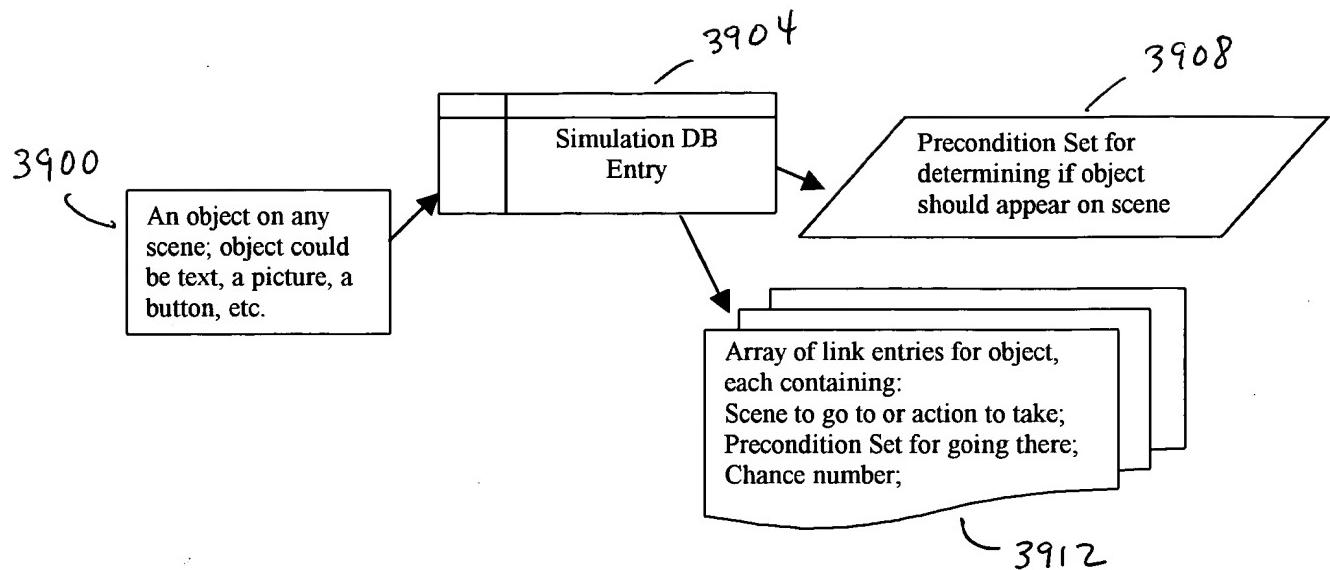


Figure 40: Precondition DB

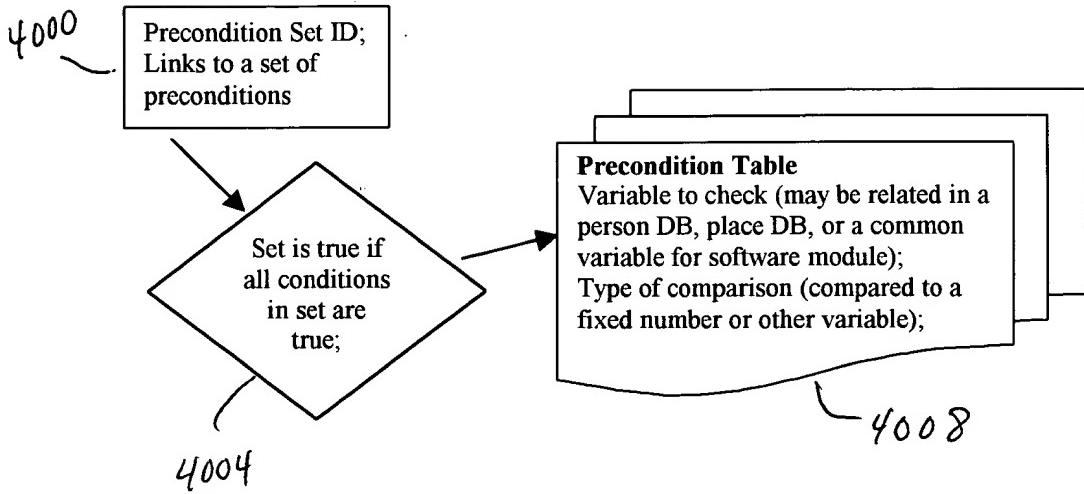


Figure 41: Chance Number Application

